

BAM!

#4

BASIC ACTION MAGAZINE



This Issue:

VOYAGE BEYOND THE STARS

WITH COSMIC POWER...

PREVIEW HOW

BASH!

ULTIMATE EDITION

HANDLES COSMIC SUPERS

ALSO, WE HELP YOU

BASHing out an origin

FOR YOUR HEROES



Credits

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Artwork: Artwork by Danilo Moretti, Galaxy picture is a public domain image by Space Telescope Science Institute's Office of Public Outreach,.

Introduction

It's done! **Basic Action Super Heroes! Ultimate Edition** (or BASH! UE as it is being called online these days) is finished! It is available now as a pdf from rpgnow.com, drivethrurpg.com, and pigames.net. As of right now, the pre-orders on the hardcopy books have nearly sold out. It is for the hard work that went into this that this issue of BAM! Is so long coming. I hope it was worth the wait.



Because it is a brand new Super Heroic edition of BASH!, I thought it best that this issue focus on introducing that book to those who may not be familiar. BASH! has undergone some changes over the years, with updates in Megapolis and BAM! and we have incorporated many of these into a single rules set. In addition to an expanded, revised version of the game, you will also find a lot of content has been added (it has 100 more pages than the original). This added content includes advice for running campaigns for Narrators, updated and optional rules, and a host of settings for you to run your campaign in.

These settings run the gamut from Pulp era Mystery Men, to Golden Age Superheroes, through the Silver, Bronze, and Iron Ages of comics. They also deal with varying levels of power from Super Teens just discovering their powers to Cosmic Heroes who fight to defend the universe. This issue we give attention to the latter: a preview of the Cosmic Heroes section of **BASH! Ultimate Edition**.

Ben Norman has also contributed an article called “*BASHing Out an Origin*” which allows you to make a random back-story for your character, which is really quite fun to use, and works with any edition of the game (or any superheroes game for that matter). Hopefully in the near future, fans will be able to submit some new articles and ideas for BASH! UE for these pages. For more information about **BASH! Ultimate Edition** or how you can contribute to BAM!, please check out the last page of this issue, or check out our website or Facebook page “Basic Action Games”.

Chris Rutkowski

Basic Action Games

www.bashrpg.com

With Cosmic Power...

While most superhero stories focus on saving the city, or the world, the very universe might hang in the balance of a Cosmic campaign. Cosmic Heroes can travel across the galaxy, move planets, and even survive inside a black hole. The Cosmic Setting actually also takes place along-side one of the other settings. The Narrator should decide if the game takes place alongside a Silver Age, Iron Age, or Fantasy setting, for example. Cosmic settings obviously have a lot in common with Science Fiction campaigns, as space travel is such a major component.

What follows are some selections from the Cosmic setting material from BASH! Ultimate Edition. We would have loved to put it all in, but it's just too big.

Scale: Cosmic is not only a Setting for BASH! it is also a Scale of play- naturally the Cosmic Scale (60+ pts) works best here! For information on special rules, see "Cosmic Scale" below. On occasion, mere mortals do play pivotal roles in cosmic events, but these cases are rare.

Who should play Cosmic? Groups that want to play gods, Cosmic Beings, or their agents, in battles for the entire universe!

Recommended Reading & Viewing: Marvel's™ *Silver Surfer* and *Captain Mar-Vell* and DC's™ *Green Lantern* and various *New Gods* stories are all good examples of Cosmic setting.

Tropes

All Powerful Beings

Cosmic campaigns are filled with entities that can best be described as "Cosmic Beings". These entities are often living embodiments of concepts such as death, life, entropy, time, space, good, evil, order, chaos, etc, as old as the universe itself. Others might better be described as gods, forces of nature, or simply as aliens. Such entities are so powerful, that the Narrator should not really worry about counting the points used to build them (or even skip building the creature and simply run it as a plot device). Power-wise, these beings can do whatever they want.

For as powerful as they are, however, these beings often behave according to some strict guidelines- the more powerful the creature, the stricter the rules, or more predictable the behavior. For a creature that can do anything- it is important to know what they won't. Here are some examples:

An Ancient Pact: The being has made a pact, treaty, bargain, or other agreement with various other beings which it dare not violate. It is thus prevented from directly intervening in the affairs of mortals (for good or ill), or is limited to "its side" of the universe. Often, such beings will be forced to use go-betweens, or subtle manipulation to achieve their aims, rather than direct application of power.

Compulsion: The being must act in a certain way and cannot help itself. Perhaps it is driven by the basic need to sustain itself, or maybe it must focus its attention upon a certain task that the universe requires. As a result, the being does not utilize much of its great power for anything other than satisfying its own compulsion. Indeed, even getting its attention may prove difficult (and disastrous).

Limited Window: Perhaps the being can only use its powers in its own dimension, only use them in a certain way, or can only use its powers for a limited period of time. Such a being might be a cosmic trickster who forces Heroes to complete its bazaar tasks before the sand runs out of a giant hourglass, or a lord of ultimate evil that can only use its powers on a mortal at their own request.

Aloof: The being is completely indifferent to the affairs of "lesser beings" and simply doesn't want to interfere, much as we would be indifferent to the affairs of an ant. However, if the lesser being became enough of a nuisance to get the entity's attention, it might be smote.

Saving the Universe

Just as Heroes on Earth fight to save the city from injustice, or save the world from domination, Cosmic superheroes save many worlds, entire galaxies, and on occasion, the universe from being destroyed. Doing this is more about the way in which the story is told than the powers of the characters. Instead of defusing a bomb that could



destroy the city, Cosmic Heroes might need to assemble an ultimate equation that will stop the universe from imploding. Mechanically, these tasks are the same- the characters work to stop a calamity before the time runs out- the difference is the story. When thinking of Cosmic challenges to throw at the players, consider the sort of challenge you'd throw at any other superheroes and make them Cosmic. A chase scene might take place across the entire galaxy. Heroes may battle to stop a creature the size of a planet. Villains may try to hold up the Galactic Banking Federation.

In addition, Cosmic games often involve situations when the direct approach is beyond their abilities and must be resolved through puzzle solving, mysteries, and politics. An infinity character-point entity is unlikely to be cowed by Heroes- or even notice them- in a straight up fight. If the Heroes could give (or deny) it something it wants, however, or get other entities of similar power to ally against it- it might back off. For situations like this, the Narrator should enable the Heroes to figure out how they can best thwart such a mighty foe. If a straight fight is impossible- the players should know it.

Inter-Planetary Conflict: One of the greatest problems that Cosmic characters have to deal with is war- wars between planets (or galaxies) that have lasted for thousands (or even millions) of years. It is inevitable that many innocent worlds (like the Earth) get caught in the crossfire. Protecting these worlds, or ending the conflict altogether is a common goal for Cosmic Heroes.

This will often pit these characters against other cosmic forces that back one side in the war, or against entire fleets of starships involved. While Cosmic Heroes may have the power to routinely smash these fleets, they cannot do so forever- if there is to be any solution, the Heroes must find a way to stop it beyond escalating the conflict. Cosmic Heroes might take on a quest to get "the one thing" that would stop the war, and bring the enemies to forge a truce.

Running Cosmic Scale Games

Obviously, using characters with the power to juggle planets can seem like a daunting task. BASH! Ultimate Edition makes it easy, however.

Cosmic Math: Multipliers Beyond 10: With unlimited potential for increase, you would think that Cosmic powers would become extremely math-heavy (and be a pain to calculate at the table). Not so- if anything the math gets easier. At

the Cosmic scale, any "multiplier" over 10 becomes a Dice Bonus instead. Rather than rolling $x14$, you would roll $x10$ with a +4 Dice Bonus, a $x11$ would become $x10$ with a +1 Dice Bonus, etc. Since multiplying by 10 is as simple as placing a "0" after the result of the roll, Cosmic scale remains mathematically simple to run.

Example: Infinity Knight does $x13$ damage with his cosmic blast. He rolls the dice and gets a "7"+3 = $10 \times 10 = 100$ damage.

Cosmic Stats: Cosmic characters purchase stats the same as any other character up to 5 at 2 Character Points per level in a stat. However, there are Cosmic powers that allow a character to increase their effective multiplier with a stat beyond 5. Like all Cosmic powers, these are bought in 5 level increments. Thus, you may see a cosmic character with Brawn 5 (8). This means that the character has 15 levels in Cosmic Might in addition to a base of 5 Brawn.

The Beyond Rating: Many Cosmic entities have stats or powers that cannot be measured, or may even be infinite. These stats or powers are simply rated "Beyond" indicating that they are immeasurable. Whenever a character with a Beyond rating goes against someone without it, the Beyond rating will automatically win- no dice rolls are necessary. When two entities are in a conflict using abilities with Beyond ratings, the result is usually a stalemate, unless the plot has affected the conflict. Often, the shift in this balance is the work of Heroes or Villains.

Example: The Cosmic Beings, Alpha and Omega face off pitting their Beyond rating attacks against the other's Beyond rating soak. In a straight up fight, they can trade blows for eons with no clear victor- but if Alpha has discovered (or been given) some secret that gives it an advantage, then it will win.

Beyond Rating is usually only used by the Narrator as part of some plot device. Cosmic Beings with Beyond ratings are often plot devices in themselves. Dealing with them should always have some work-around- part of some puzzle, intrigue, or mystery, rather than a straight fight. Some beings have only one or two Beyond ratings- this might be for something that they represent in the universe. A being representing time itself, for instance, might have the Time power at Beyond rating, but other abilities with actual numbers. In this case, the being is vulnerable in some ways, but all-powerful in another. Use of this Beyond ability should be used sparingly as a plot device as well.

Hero Points & Setbacks: At the Cosmic scale, the ability to add +1 to the total of a roll for one Hero point is only useful on occasion- but Hero Dice remain very useful. Thus, in the Cosmic Scale, Hero Points should be awarded in batches of 5 for good play, etc, rather than one at a time. But with Cosmic power, comes Cosmic responsibility, and so Setbacks should also be awarded in batches of 5 at a time [enabling the Narrator to use Villain Dice more often].

In addition, the limitation of 1 Hero Die per roll is altered. A character may gain the benefit of only one Hero die- but may roll several at once and keep the best result. This greatly increases the chance of dice exploding, and may even give you your choice of exploding dice.

Example: Infinity Knight rolls a 5 (a 3 and a 2)... but he needed a 10 to save the planet! He picks up 3 Hero Dice and rolls them, getting a 2, 3, and 1. The 2 and 3 will explode because they match dice in his original roll. He rolls for them and the 2 yields a 5, and the 3 yields a 1. He keeps the 2+5 and adds it to his roll of 5 for 12, enabling him to save the world!

Cosmic Difficulty: Just as Cosmic characters may wield powers beyond that of any World Class superhero, they also take on challenges beyond them as well. The following difficulties are added to Cosmic Scale games:

Value	Difficulty
80	Impossible
120	Beyond Impossible
160	Beyond Belief
200	Beyond Imagination

Cosmic Distance, Range, Size, and Area: Range and Area are different on the Cosmic scale. In space, or in vast empty dimensions resembling space, instead of “squares” areas are measured in “grids” with each representing an area of many miles (this figure is deliberately left vague for the Narrator to use as she wishes). For this reason, hundreds of characters could all be within a single grid. To make it easier to function at this scale, the Space enhancement (see Cosmic Powers below) allows you to move, and use ranged abilities in grids. This works at a ratio of 5 squares to 1 grid.

Without it, a character with Flight moves far slower- 1 grid per minute per 5 squares of Flight. So a character with Flight 25 would move only 5 grids per minute. This would allow the character to get around- even able to fly around the Earth- but it would take a while. To make a hand-to-hand

attack, you must obviously be in the same grid as your opponent, and also have some way to reach them (as two characters in the same grid may be miles apart).

Large bodies, like planets, some spaceships, or Cosmic Beings might also be measured in grids. Some beings may be so large they hold entire planets or star systems in their hands. In general, you might use grids to define the smaller of these objects if they are tactically relevant (maybe an asteroid or gigantic starship takes up 1 grid, a moon takes up 2x2, a planet takes up 6x6 to 20x20) but beyond this, you should just use description to explain how big something is. Telling a player that an entity is 10,000 grids tall is less informative than saying that it is the size of a solar system.

Cosmic Knock-Back: Any attack that has the Annihilation enhancement, or attacks made with Cosmic Might, do Cosmic Knock-Back, which is measured in Grids. Ordinary knock-back is ignored in a grid-scale battle, as it is irrelevant. The amount of grids the target is knocked back is 1 Grid per full 50 damage, -1 Grid of knock-back per Grid/side that the target has. So if the target (a 3x3 Grid object) takes 250 damage, it gets knocked back 2 Grids ($250/50 = 5-3 = 2$). Brawn has no effect on resisting Cosmic Knock-Back (you have nothing to stand on) but mass does.

Because there is no gravity or friction in space, the object keeps moving at this same rate of speed until it is stopped. If it is a character capable of moving in Grids, it can slow itself down or stop and turn around on its next panel.

Cosmic Collateral Damage: One of the common tropes of Cosmic campaigns is the ability to destroy a planet. These celestial bodies, along with stars, moons, asteroids, gigantic space ships, etc, use the collateral damage rules just as any object on Earth would use. For every Grid the object is across, it has 50 Soak and 100 Hits. So an object that is 4x4 Grids has 200 Soak and 400 Hits. Also, attacking an object 1 Grid or larger in size, there is a -5DM penalty to the damage roll (thus preventing a lower scale Hero from accidentally destroying the moon by rolling really high). The Annihilation enhancement gives Cosmic attacks the ability to do double Collateral Damage and ignores the -5DM penalty.

Example: Infinity Knight sees an Asteroid hurtling towards the planet of the peaceful plant people. This gigantic 2x2 grid Asteroid has 100 Soak and 200 hits. Infinity Knight’s cosmic blast does x13 damage, and would only do x8 vs. such a large

object normally. *Infinity Knight* uses some Omnipotence to add the Annihilation enhancement and increase his damage to $\times 15$. Against the asteroid, he now does $\times 30$ damage $(2d6+20)10$. He rolls the dice and gets $10+20 = 30 \times 10 = 300$ damage- blasting the asteroid to smithereens.

When Worlds Collide... Sometimes, celestial bodies collide as well. To determine what happens, the Narrator needs to figure the collision speed in Grids. Two objects, one moving 4, the other moving 6 grids towards each other would have a collision speed of 10. An object moving 6 grids slamming into one moving 4 grids from behind would only have a collision speed of 2, since they were traveling the same direction. The DM each object does to the other is its size in grids across times the collision speed. Notice that if the objects are different sizes, the larger will do more damage to the smaller. Dice are not rolled, instead using "10" in the place of a dice roll for both objects. Note- these rules are only used when objects with size measured in Grids crash into one another- not when a planet "crashes" into a Hero (they'd just land on the planet).

Example: Planet R is colliding with Planet X! Planet X was moving 0 grids, and Planet R crashed moving 10 grids, giving a crash speed of 10. Planet R is a small 6x6 grid planet, and Planet X is a much larger 10x10 grid planet. Planet R does $\times 60$ damage to Planet X, and Planet X does $\times 100$ damage to Planet R. Planet R does $60 \times 10 = 600$ damage to Planet X causing horrendous damage, boiling its oceans, shattering mountains, etc, but the planet is still in one piece. Planet X does $100 \times 10 = 1,000$ damage to Planet R, destroying it entirely.

If an inhabited planet is struck by a celestial body, the results are catastrophic. The loss of life is proportional to double the fraction of Hits the planet lost in the crash. This means it is impossible to wipe out all life on a planet without destroying it (you only have to reduce it to half its Hits). So if a planet with 1,000 Hits took 100 damage after soaking, it would mean that one-fifth of all life on that planet was destroyed! If a celestial body crashes into another and all of the damage is soaked, it still means horrible loss of life, but the damage will be concentrated in one area rather than a large fraction of all life.

Moving A Planet: To move a planet, you need Cosmic Might, or need Telekinesis or Push with the Annihilation enhancement. Every 5 levels in the power lets you affect a body with sides equal to 1 Grid (double this for Push). So to affect a 2x2 grid moon, you'd need 10 levels of Cosmic Might. The

distance you can move the object each page is 1 grid for every 5 levels you have beyond the minimum to affect it. So in the above example, if you had 20 levels, you could move that moon 2 grids in a page. If you don't have levels beyond the minimum to affect the object, all you can do is slow it down, or move it in squares (not worth measuring at cosmic scale). However, sometimes being able to move a moon a few feet might be enough to save it.

If an object is already moving in grids, the character might increase its rate of movement by pushing with it, or slow it down by pushing against it. An object would have to be slowed down to 0 grids before its course can be reversed, but orbits can be altered inward or outward without stopping the forward momentum.

You can stop the rotation of a planet if you can affect double the planet's size in Grids. So 20 pts of Cosmic Might is enough to stop a 2x2 Grid moon's rotation.

Note- it is possible for some planets to be exceptionally dense or light. Simply double or halve its effective grid size for the purposes of how hard it is to move.

Cosmic Powers

One thing that the Cosmic setting is known for is blowing the lid off what the reader thought was possible- even for other superheroes. Cosmic characters not only smash through walls, they can smash through planets.

To this end, the rules for powers need to be adjusted to function at the Cosmic level. For starters, there is no "ceiling" to Cosmic powers. Powers can go well beyond 5 levels. For many powers, it is simply a matter of following the power's description, using bigger numbers. So a Special Attack 8 could be used to do +8DM for example.

Other powers need to have special rules for how they function beyond 5 levels. There are also entirely new powers that are made to be used at the Cosmic scale.

Scaling Powers: Any power that can extend to 5pts can be scaled up to Cosmic levels. Powers that have fixed point costs, or that extend to less than 5pts cannot be scaled up to Cosmic levels. Any power that can be used with a range or area, however, can be used with the Space enhancement, and attack powers can be bought with the Annihilation enhancement.

Example: Super Running can be scaled up to Cosmic levels, because it has a point cost of 1-5pts. Armor, however, cannot be scaled up to Cosmic levels, as it has a listed cost of 1-3pts. Likewise, Super Speed cannot be scaled to Cosmic levels, as it has a fixed cost of 3 or 5pts.

Most powers that are scalable to Cosmic levels, you simply continue applying the existing rules beyond 5 levels. The following powers require certain adjustments (See BASH! Ultimate Edition for details): *Push, Scan, Telekinesis, Duplication, Growing, Shrinking, Stretching*

Recommended Powers: Immunity is a very important power in any cosmic campaign that will deal with space or extra-dimensional travel. A common power for space-faring beings is Immunity 4: Cold, Radiation, Suffocation, and Starvation.

Flight or Teleportation is absolutely necessary unless you want characters to be dependent on vehicles or to remain on a single world. The Space Enhancement makes Flight useful even at the Grid scale.

Finally, the character should have something from the Cosmic category of powers.

Cosmic Power Enhancements

Annihilation (5pts): This enhancement is added to attack powers to make possible such feats as the destruction of planets (or moving them). Any power with this enhancement does double collateral damage and ignores the -5DM penalty applied to attacking objects with a size in Grids. It is also possible to use Push and Telekinesis to move objects in Grid size, but you'd need the Space enhancement as well on those powers to move them in Grids.

Space (1pt): This is an Enhancement to the Flight power, and to any powers using range or area. This enhancement is necessary for a character to leave or enter an atmosphere with Flight. While in space, Instead of measuring distance in squares, this power is measured in Grids (every 5 squares of Flight becomes 1 Grid of Space Flight). Without this Enhancement, any battle where Grids are being used as measurement, the character can only interact within a single Grid.

In addition, the speed per hour that you can move with Space Flight is far greater than what you can do within an atmosphere; essentially like a "warp drive". A distance that is one level less can be crossed in 10 minutes, and a distance that is one level more can be crossed in 10 hours. A distance two levels less can be crossed in 1 minute, and a

distance that is two levels greater can be crossed in a week. A distance three levels less (or fewer) can be crossed in 10 seconds and a distance three levels greater can be crossed in a year. The apparent incongruity of these figures is the result of time dilation (the faster you go, time slows down).

Level	Distance	Speed per Hour
1	1 Grid	several hundred miles
2	2 Grids	several thousand miles
3	3 Grids	Orbit the Earth (tens of thousands of miles)*
4	4 Grids	To the moon (hundreds of thousands of miles)
5	5 Grids	Anywhere in the star system (millions of miles)
6	6 Grids	Between star systems (tens of light-years)
7	7 Grids	To a distant star system (several thousand light-years)
8	8 Grids	Across the Galaxy (hundreds of parsecs)
9	9 Grids	Beyond the Galaxy, (immeasurable)
10	10 Grids	Across the Universe

Cosmic Power Category

In addition to augmenting existing powers, there are some powers that only fit within the Cosmic scale. These powers "The Cosmic Category" cannot be placed in a multi-power, and are bought in 5 level increments. Enhancements and Limitations affect the point cost of these powers at a rate of 1/5th the power's level, instead of +1/-1 point. Because all the Cosmic powers are bought in 5 level increments, this should be easy. So a level 20 Cosmic power with an Enhancement costs 24 points, and a level 20 power with a Limitation would cost 16 points. A level 20 power with one Limitation and two Enhancements would cost 24 points ($20/5 = 4$. $20-4+4+4 = 24$). As normal, you only get a break in the point cost from a single Limitation.

As an option, the Narrator may allow characters in another scale to take powers from the Cosmic category, but should be wary of doing so, and limit how much can be taken (maybe even to 5 levels). These powers do often appear in lower scaled settings, however, these are usually as some plot device- a cloning machine, or one that grants powers, a character being brought back to life- are extraordinary things, even for superheroes.

Forbidden Limitations & Enhancements

Cosmic powers may not have any of the following Limitations or Enhancements: Multi-Power, Linked, Burn-Out, Energy Cost, or Finite. or Recharge.

Cosmic Powers List

Below is a list of the Cosmic category of powers, with an abbreviate description of what each power does. For more details on how these powers work, check out **BASH! Ultimate Edition**.

Cosmic GRACE: Some Cosmic Beings are so dexterous that they exhibit far more precision than the most advanced machinery. Cosmic Grace makes this possible.

Cosmic MIGHT: Some Cosmic Beings are so strong, that they can move planets, or shatter comets with a punch. Cosmic Might makes this possible.

Cosmic THOUGHT: Some Cosmic Beings with minds so powerful, they can conceive of concepts beyond our understanding, and withstand mental strain that would drive mortals mad. Cosmic Thought makes this possible.

CREATION: The mortals were right when they said that Matter and Energy are one in the same. They were wrong, however, when they said that matter cannot be created or destroyed. The power of Creation makes it possible to produce matter and energy in great quantities-- either for constructive or destructive purposes. In addition to emulating certain constructive or destructive powers, Creation can also be used to create or destroy entire planets, stars, and more.

FATE: Some call it entropy, others call it chaos, while some call it destiny. Fate can be described as absolute control over probabilities. It is the power to unravel reality itself, and reconfigure it. You can Fate to emulate Nullify or Confusion (un-luck) as you see fit, and can also use it to manipulate others' Hero Points or Setbacks.

Beyond this, you have the cosmic ability to alter reality. You can alter someone's advantages, disadvantages, powers, stats, or even the role they play in the grand scheme of the universe. Reality is

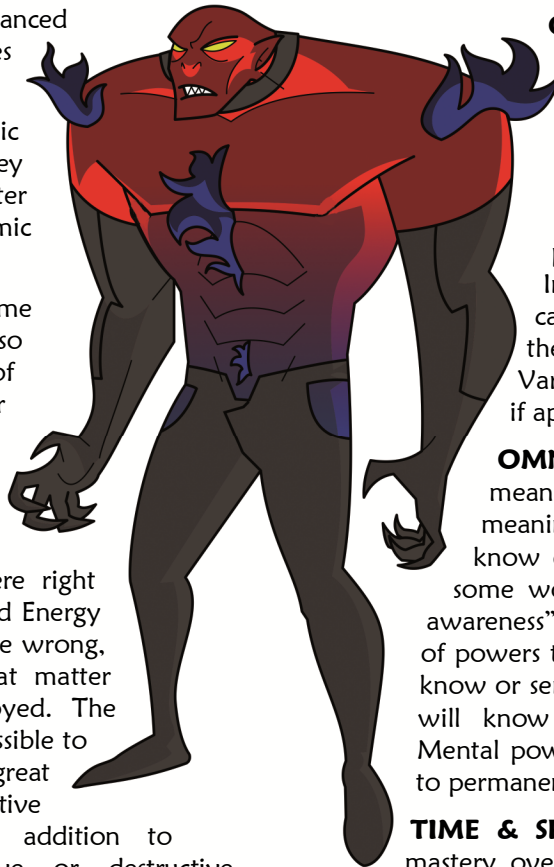
your oyster, but playing with it can come at a great price...

LIFE: It is not uncommon for Cosmic Beings to have the power to restore, transform, or even create life itself. Mortals might also duplicate this power with forbidden magic rituals or super-science machinery, but these instances should be used as a plot device. You can use Life to emulate Healing or Summoning powers. Beyond this, you can use Life to restore life to a dead being, transform a life-form into another, and even create life itself. But this is not a power to be tampered with lightly.

OMNIPOTENCE: From "Omni" meaning "all" and "potence" meaning "power"- you have all powers (more or less)! You can use Omnipotence to emulate any other power except those in the Intense Training and Cosmic categories. In addition, all of these powers have the Variable enhancement for free if applicable.

OMNISCIENCE: From "Omni" meaning "all" and "Science" meaning "knowledge" — you know everything! You have what some would describe as a "cosmic awareness". You can emulate a host of powers that facilitate your ability to know or sense things. In addition, you will know when somebody uses a Mental power or uses a Cosmic power to permanently change the universe.

TIME & SPACE: You have achieved mastery over a key component of the very universe itself. You can use Time & Space to emulate Teleportation (or Dimensional Teleportation) or Super Speed as you wish. You also have an innate sense of time. You always know the exact date and time, and will always know when somebody else has altered the timeline. In addition, you have unlocked the cosmic secret of time travel.



BASHing Out an Origin

By Ben Norman

Think about your favorite super heroes. They all have fantastic abilities and interesting costumes but they also have interesting origin stories. Some were born with their powers while others gained them through some kind of accident. Some heroes had no such luck and had to make or find their own super-abilities using fantastic super-science or arcane ritual. Often these origin stories influence the motivation for why that hero goes out night after night looking for 'bad-guys'.

The BASH! rpg allows us to role-play characters with all kinds of super powers that can go out and face down criminals with equally fantastic abilities. In only a few minutes you've defined your hero's attributes, skills, powers, and weaknesses. In only a few minutes more, you and the other players will be playing those heroes in an exciting adventure. Does your hero have an interesting origin to explain how he or she (or it) came to be... super?

Many of the writers that created some of our favorite super heroes had spent hours or days, trying to develop a unique and exciting genesis for their characters. Often, players don't have that kind of time before they are to send their characters off to battle evil. Sometimes, players in a BASH! game have had very little experience with the superhero genre at all and little idea of where to even begin when creating an origin story.

Presented below are a series of tables to help those with little time, or experience, to quickly put together the foundations of their hero's origin. They are divided into three general categories: Origin; Complications; and, Motivation (otherwise known in BASH! as Mental Malfunctions).

You can randomly roll from each of these tables or just select a result that you like: it's your character after all! For random results, roll 2d6 and consult the table.

Some tables allow for exploding die rolls. With these, as with the BASH! game itself, matching results (each die has rolled the same number) means that you then roll another d6 and add the results.



A character's origin can make a huge difference in how that character is played.

Origins

The Origin category has three separate tables. Select the one most suitable for the type of powers of your character. If you haven't decided what type of source your powers come from then roll a 1d6: 1-2 is for Biology; 3-4 is for Super-Science; and, 5-6 is for Magic.

The Origin category tables all allow for exploding results.

Biology (Table 1-1) – is for characters with a genetic source for powers. These heroes could be mutants, aliens, or somehow changed so that their powers are just a natural part of their DNA.

Super-Science (Table 1-2) – these heroes use awesome technologies as the source of their powers; whether its gadgets carried or part of you (maybe the character *is* the Super-Science).

Magic (Table 1-3) – offers origins for heroes whose powers come from supernatural sources; whether by magic devices, otherworldly heredity or arcane knowledge.

Table 1-1: Biology

(Roll 2d6; if you roll doubles then roll another d6 and add the result.)

3- The powers of your hero are a result of secret experiments by an agency: this could be a covert government department (trying to develop super operatives); a reckless corporation (secretly testing the bio-chemical effects of a new product); or, an underworld crime organization (trying to develop super-minions).

4 - Your hero developed a biology-altering agent or secret technology which granted powers to your character. [Alternate (if your hero's Mind score is low or he/she does not have the appropriate skills): this biology-altering agent or technology was developed by a close friend and ally.]

5 - Your hero's powers are due to his/her extra-terrestrial origins. Your abilities are natural to your people. [Alternate: Your people are aliens, but they have lived secretly on Earth for decades, centuries, or maybe longer.]

6 - The nature of your hero's powers is not clear but they manifested during a period of intense stress (maybe over the loss of a loved one; or by the torment caused by a great evil.)

7 - You were accidentally exposed to some biology-altering agent (radio-active scorpion venom, chemical waste, or maybe genetically modified carrots) resulting in your hero's powers.

8-9 - Your hero is a mutant and was born with these abilities. Did these powers manifest at puberty or did your hero grow up with them?

10 - The powers of your hero are an inherited legacy, natural to the ancestral line of your family.

11 - Aliens abducted you and the 'experiments' they performed resulted in your hero's powers.

12 - You are the creation of someone else: whether you are just a general humanoid or a clone of someone else, your super powers were

part of the package. [Was your creator a friend or foe? Is he/she/it still around?]

13 or more - Your hero is serving as a host for an organism. Your symbiotic relationship grants your hero his/her special abilities. [Alternately: this strange organism is a parasite and only your willpower keeps it from dominating your body!]

Table 1-2: Super-Science

(Roll 2d6; if you roll doubles then roll another d6 and add the result)

3 - Your hero's super-science abilities come from technology provided by some other agency, or individual, also sharing your crime-fighting goals.

4 - Your hero developed a nano-reconstructive technique to partially, or totally, convert his/her body tissues and organs into mechanical equivalents.

5 - You come from the future (or an alternate Earth) where the Super-Science knowledge you use for your gadgets is pretty common.

6 - Your hero uploaded his/her consciousness into an android body that he/she created. [Alternately: Your hero designed and built advanced cybernetic technology which he/she had grafted into his/her own body – with the help of an ally or by robotic assistants with surgical programming.]

7 - Your hero's 'powers' come from advanced technology you stole from a villain or evil organization. Either you, or an ally, have the know-how needed to maintain this equipment.

8 - You were created (or cybernetically augmented) by an evil villain for nefarious purposes, but somehow gained your freedom.

9- You have an affinity with mechanical devices and technology that is almost savant-like in nature; you have a technical understanding of machines and gear that comes as much from intuition as it does from education (or maybe more so if you Mind score is low).

10- Your hero has gotten access to plans/schematics of the super-science gadgets (from a book, a database, an alien learning device, or... the internet?) which you use to create the 'toys' you use to fight crime.

11 - Your hero was gravely ill (or nearly destroyed from an accident of some kind) and had your brain transplanted into the body of an android. [Alternately: the incredible amounts of cybernetic

components grafted into your body are the only reason you are still alive and mobile. This technology is also the source of your character's powers.]

12 - The gadget(s) you use to fight crime come from reverse engineering of advanced, alien technology that you somehow acquired.

13-16 - Your hero was created (or cybernetically augmented) by a covert government department (or military-contracted corporation) trying to develop robotic (or bionic) soldiers.

17 or more - A swarm of nanites (microscopic machines) reside within your hero's body and are responsible for the incredible powers of your character. [These nanites have been acquired from an ally if your hero has a low Mind score or lacks the appropriate technology or science skill.]

Table 1-3: Magic

(Roll 2d6; if you roll doubles then roll another d6 and add the result.)

3 - An immortal entity of some kind has bestowed your hero with amazing powers so that you can be it's agent of justice in the world.

4 - A mystical entity or ghost has somehow become infused with you're your hero's essence or body, granting him/her special abilities. Does this entity/ghost take control of your character during your heroic adventures or does it merely advise you or guide your actions? [Alternately: You are possessed by a demonic force or malicious ghost that seeks to steal your body; only your strong will holds it at bay and allows you to use its dark abilities.]

5 - You have come into the possession of a book of magic. Your powers come from the spells contained within its pages.

6 - You are the creation of some mystical entity or person with sorcerous power and imbued with a self-aware life force. You use your special powers to battle evil; while at the same time struggle to understand the world around you.

7 - Your hero has inherited supernatural powers as a family legacy and is a natural spell caster (or was selected by a great magic user as an apprentice). [Alternative: One of your 'parents' is a supernatural/enchanted being and you have inherited some of your powers from him/her/it.]

8 - Your powers come from the magical artifacts and tools you carry. [These are the supernatural

equivalents of super-science origin. You decide if these were items found by your hero or created for him by another.]

9 - Your hero experienced some inexplicable/supernatural event that somehow left you with amazing abilities.

10 - An ancient order of wizards (or a coven of witches) has used their spells to enchant you with super powers.

11 - A mystical item has somehow come into your hero's possession that has bestowed you with great powers. [Alternately: the item in question has cursed you; but still your hero somehow manages to use these dark abilities for justice.]

12 - Your hero has realized that he/she is the reincarnation of an ancient magic user. The powers you use to fight crime are the magical abilities you have rediscovered.

13 or more - Your hero is an enchanted being (a djinn/genie, fairy, mermaid, troll, Olympian god – whatever might reasonably suit the powers of your character) and has come back into the world to do battle with evil.

Complications

The category of Complications consists of two tables (2-1 or 2-2). Complications are just a way to throw a few wrinkles into your character's story. You can roll once from each table or skip rolling from one or both if you wish. Any result rolled can be re-rolled if you do not like the result.

Table 2-1: Complications – Part 1

(Roll 2d6, ignoring doubles)

2 - Before becoming a so-called 'superhero' you were employed by an ultra-secret agency as a super-operative.

3 - Your hero has complete amnesia and operates without a past. How long has your character been suffering from this condition; days, weeks, or years? Does he/she have any remaining trace memories?

4 - Your hero is currently operating under a new super identity and is trying to distance him/her-self from a past tragedy or disgrace – a second chance.

5 - Your hero has just come out from retirement and hasn't been crime fighting for some time (this

doesn't mean that your hero has to be a senior citizen; just that you had hung up the cape a few years ago.)

6 - You have had your powers for quite some time (maybe your whole life) but, until recently, you've never wanted to use them to fight crime. Were you intimidated by the dangers of crime fighting; or, just scared of your powers?

7 - Before you began your superhero endeavors, your hero had suffered greatly at the hands of an evil criminal. Were you held captive? Did he/she harm you or a member of your family? Was this criminal the one that spurred you into crime fighting?

8 - You have taken up the cause and costume of a long missing superhero of similar powers (beware his/her former enemies). Was this to keep that hero's memory alive; or was there some other reason?

9 - Your secret identity is no longer a secret!

10 - Your hero was once a member of a well known supers group (either in this city or another – work out the specifics with the GM). This garnishes your character with an established reputation and a small amount of celebrity.

11 - Your hero had recently just emerged from a long coma. Was this time of unconsciousness merely an incubation period for your powers?

12 - Your hero has come back from the dead. Was this an event that happened before you became a super hero? Were you killed while heroing and brought back by a powerful ally (most surely an npc – work with the GM on specifics)?

Table 2-2: Complications – Part 2

(Roll 2d6, ignoring doubles)

2 - You use your powers to 'help ends meet'; maybe you actively seek corporate sponsors or sell your minor Super-science gadgets.

3 - The media does not seem to portray your hero favorably.

4 - You are in a serious, long-term relationship and your significant other knows of your super identity and does not approve of you risking your neck. [Alternatively: your romantic partner is jealous of the time you spending superheroing!]

5 - The media has dubbed you a name that you do not like; all efforts to correct this have failed so far.

6 - You secretly live off of a modest trust fund and have convinced those who know you that you are just going "off to work" when you are really going out to patrol the neighborhood for evildoers.

7 - Despite your heroic accomplishments, your hero has somehow failed to gain any media attention; you are still unknown!

8 - Pursuing bad guys often gets in the way of a steady job. Your hero has fallen on hard times and has resorted to moving in with parents (or other relatives).

9 - Another super hero (an npc) seems to get associated with and the credit for your heroic exploits. Is this just because of bad reporting by the media or is this other hero just too similar to your own?

10 - You have gained a benefactor who takes care of you and/or your family's financial needs freeing you from the hassle of juggling both a full-time job and crime fighting. Is this someone you saved? Did you impress this contributor with your heroic exploits?

11 - You have just discovered that another family member, loved one, or friend also has super powers. Have you revealed that you know their secret? Do they know you are a super as well? Are you worried that they may not follow the heroic path?

12 - Your super hero escapades have completely destroyed your private life. You can't hold a decent job, your divorced, and you've been barred from seeing your kids (if you had any); all this because of your "obsession" with crime fighting. [Alternately: if your hero identity is a complete secret then it is because you are not reliable (at work and home) and keep secrets (your 'ex' thinks that you were having an affair.)]

Motivation (a.k.a. Mental Malfunctions):

The last category, Motivation, offers your hero that 'Mental Malfunction' which spurs them to fight the super powered crooks as opposed to becoming one of them. You can pick one Motivation table to roll from or randomly select it by rolling a 1d6 (an 'even' result then consult table 3-1; an 'odd' result means that you use table 3-2).

Table 3-1: Motivation – Group A

(Roll 2d6, ignoring doubles)

2 - You crave the adoration, no... The Worship, of the people!

3 - You have lost faith that your powers and efforts will make a difference; you're just too pig-headed quit!

4 - You (or someone close to you) were victimized by a past crime and want to use your powers (or gadgets) to protect others from the anguish you suffered.

5 or 6 - You believe that you are not just a super crime fighter; you are a hero and role model for the cause of good.

7 or 8 - Crime-fighting is in your blood; you never really thought your powers were for anything else.

9 or 10 - Whether its karma or religious conviction, you believe that you must use your powers for good: there might be bad consequences for you if you don't.

11 - You fight crime – it's your job! You swore an oath or were given a mandate to do just that: your sponsor pays you well enough for your service.

12 - You believe that super criminals must be met by a justice of equal measure; the police are not adequate but you are!

Table 3-2: Motivation – Group B

(Roll 2d6, ignoring doubles)

2 - You were given the “great powers – great responsibilities” speech and took it to heart.

3 - You are trying to redeem yourself from a dark past.

4 - You are a do-gooder by nature. You use your powers to make the world a better place.

5 or 6 - You had a “vision” or sudden revelation. In it you saw that evil became powerful because it was not opposed; and you're not going to let that happen!

7 or 8 - You were inspired by comic books or other heroes to take up that noble cause.

9 or 10 - Fighting crooks is a thrill! Nothing tests your mettle like going toe-to-toe with another super.

11 - You don't see much difference between them crooks and you. You enjoy hurting others; but,

nobody minds much if the ones you're hurting are the “bad-guys”...

12 - You are a follower. When your leader/motivator decided that he/she was going to fight crime, you just naturally tagged along. [Find another player whose hero would make a suitable ‘super-buddy’.]

Character Archetypes

With all these Cosmic options, we thought we'd present to you some Cosmic Archetypes that we couldn't fit in BASH! Ultimate Edition. There are more in the book, but these should give you an idea of what you can build!

Sentient Planet

A planet that has developed intelligence, and powerful psionic abilities, it can be a powerful ally or enemy... It uses its powers of Creation and Life to populate its planet and develop its topography. A good sentient planet does so to keep its people content, and does all it can to keep them safe, while an evil one demands worship and sacrifices, and delights in tormenting people unfortunate enough to become marooned on its surface.

112 Pts (18 Stats, 94 Powers)

Brawn 5 (9) Agility 1 Mind 3

Powers:

Growing 40 (4x4 Grids, Treat as Cosmic Might 20) 40pts

Flight 5 [Enhancement: Space] 6pts

Creation 10 (it often uses this power to alter its own geography) 10pts

Life 25 [Limitation: Cannot restore life to dead beings] (it uses these powers to create life on its surface) 20pts

Omniscience 15, 15pts

Boost 3 Agility: x4 to attack anyone inside its atmosphere.

Recommended Advantages & Disads:

Immortal, Frightening Presence, Unliving, Secret (some sort of weakness), Freak, Outsider, Unskilled.

Recommended Skills: Science/Geology, Social Science/Archeology

Pilot/Evasion, Science/Physics,
Computers/Encrypting, Cultures,
Humanities/Foreign Social
Occultism/Astrology, Medicine/Diagnosis,
Science/History, Outdoor/Flora & Fauna

The Omnipotent Android

Originally designed to adapt to any environment and record data on it, the Omnipotent android traveled the universe for millennia. Its prime directive was to ensure that its knowledge survived, which meant periodically having to destroy threats to itself for its own survival, and becoming nigh invincible. Eventually it acquired so much knowledge and power, it granted itself sentience. Perhaps it went insane, and decided to destroy all life in the universe- or perhaps it simply wants to be left alone. Either way, the Omnipotent android has an uncanny ability to cross the path of Heroes... Who usually must defeat it by exploiting some logical fallacy in its programming.

It often uses its levels in Omnipotence and Creation to make its Omni-Ray incredibly powerful, capable of obliterating planets, or possibly simply teleporting them. It could use its Telekinesis combined with Omnipotence to move a planet.

91 Pts (28 Stats, 62 Powers)

Brawn 5 Agility 4 Mind 5

Powers:

Omnipotence 25, 25pts

Creation 10, 10pts

Omni-Ray: Special Attack 1

[Enhancements: Variable, Space, Annihilation] 8pts

Telekinesis 5 [Enhancement: Annihilation] 10pts

Flight 4 [Enhancement: Space] 6pts

Armor 3 (x8 Soak) 3pts

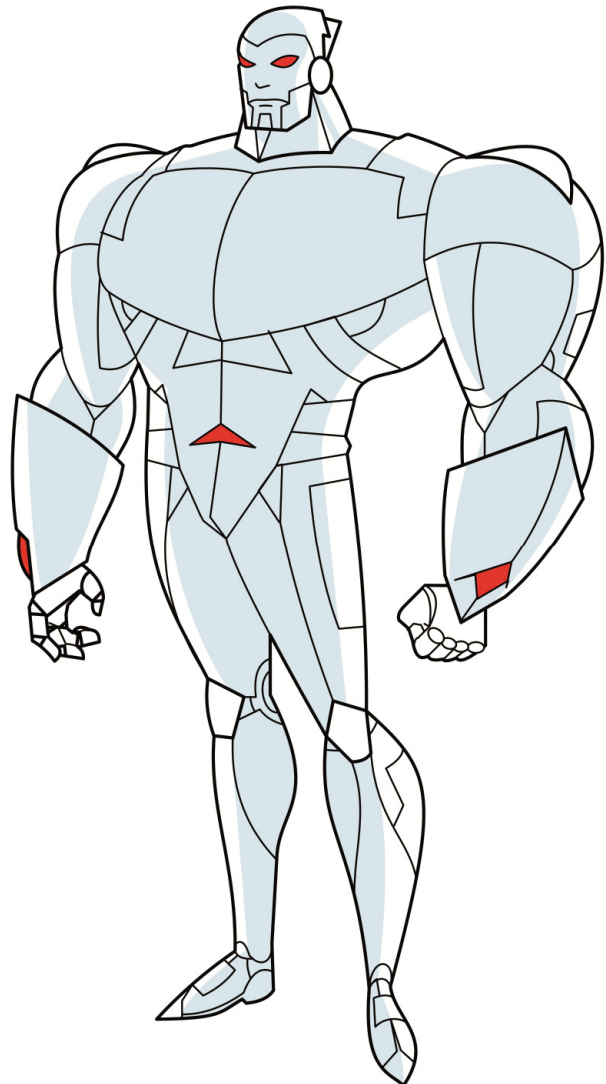
Skillful 1 (2 extra skills)

Recommended Advantages & Disads:

Unliving, Photographic Memory, Immortality, Outsider, Public ID.

Recommended Skills:

Athletics/Aerobatics, Craftsmanship/Metalwork, Drive/Control,



Basic Action Super Heroes! Ultimate Edition

This book has everything you need to create characters and run super-heroic adventures within minutes. The rules are light and easy all you need are two ordinary dice, a piece of paper, and this book. Character generation is so simple, you could fit all the info you need on a 3x5 card, but we included a sheet anyway.

Do not assume that by simple, we mean incomplete, either. Bash has over 50 versatile super powers, numerous skills, and even rules for collateral damage. The action is fast and furious, paced over a series of panels, pages, and issues, just like a comic book. A printer friendly edition is also included.

BASH! has undergone some changes over the years, with updates in Megapolis and BAM! and we have incorporated many of these into a single rules set. In addition to an expanded, revised version of the game, you will also find:

Less record-keeping, more Awesome. Energy is no longer the "default" rule for handling powers-- so you have less to keep track of during play. Hero dice, Hero points, and team-work maneuvers are now a part of the core system, so you can really bring it to the bad-guys!



Easier to read layout, better explained rules, including many examples.

Character Archetypes: Writeups of various iconic super hero & villain archetypes such as the Brick, Martial Artist, and Blaster. These templates can be easily tweaked to quickly have a custom character!

Hordes of Minions! Fleets of Vehicles! Random Encounters!

Eras & Subgenres: One of the things BASH! Fantasy & Sci-Fi editions did was extensive work on the subgenres of Fantasy and Sci-Fi, such as Steam-Punk or Space Pulp. BASH! Ultimate Edition will do the same thing for Superheroes, enabling you to run a game with the theme & tone of the Gold, Silver, Bronze, or Iron Ages. There are also sections on Science Fiction, Fantasy, as well as Cosmic Superheroes.

Alternative Mechanics: Not everyone likes to multiply. Not to worry, alternate mechanics are included in the appendix.

Basic Action Games is now on Facebook. Search for “Basic Action Games” to find us!

Have an idea for an Adventure, Article, or new idea for any incarnation of BASH! We’d love to see it! Simply send your submission in .doc format to mastermind@bashrpg.com.

BASIC ACTION SUPER HEROES! DICE ROLL CHART

Roll	x2	x3	x4	x5	x6	x7	x8	x9	x10
1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100
11	22	33	44	55	66	77	88	99	110
12	24	36	48	60	72	84	96	108	120
13	26	39	52	65	78	91	104	117	130
14	28	42	56	70	84	98	112	126	140
15	30	45	60	75	90	105	120	135	150
16	32	48	64	80	96	112	128	144	160
17	34	51	68	85	102	119	136	153	170
18	36	54	72	90	108	126	144	162	180
19	38	57	76	95	114	133	152	171	190
20	40	60	80	100	120	140	160	180	200
21	42	63	84	105	126	147	168	189	210
22	44	66	88	110	132	154	176	198	220
23	46	69	92	115	138	161	184	207	230
24	48	72	96	120	144	168	192	216	240
25	50	75	100	125	150	175	200	225	250

10 TYPICAL

20 TOUGH

30 SUPERHUMAN

40 EPIC

50 HIGH-IMPOSSIBLE

80 IMPOSSIBLE

120 BEYOND IMPOSSIBLE

160 BEYOND BELIEF

200 BEYOND IMAGINATION

YOU DON'T HAVE TO BE A MATH WIZARD TO ENJOY BASH! SIMPLY ROLL THE DICE, THEN FIND YOUR ROLL IN THE LEFT COLUMN.

FIND YOUR MULTIPLIER IN THE TOP ROW. WHERE THEY MEET IS THE RESULT OF YOUR ROLL. SIMPLE!



EVER WANT TO BE A SUPERHERO? ALL YOU NEED IS A PAIR OF DICE, THIS BOOK, AND IMAGINATION! STREAMLINED RULES MAKE IT QUICK TO MAKE A HERO, AND EASY TO PLAY. CUSTOMIZE DOZENS OF POWERS TO MAKE ANY SORT OF SUPERHERO FROM LOW-POWERED MYSTERY MEN TO COSMIC HEROES WHO DEFEND THE GALAXY. PLAY IN A VARIETY OF ERAS AND SETTINGS, SUCH AS THE GOLDEN AGE OR SILVER AGE OF COMICS, SCI-FI SUPERHEROES, AND MORE. DOZENS OF PRE-MADE ARCHETYPES LET YOU QUICKLY CREATE HEROES AND VILLAINS SO YOU CAN JUST PICK UP AND PLAY.

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