

BADASS

THE ROLEPLAYING GAME THAT KICKS LOGIC IN THE FACE!
BY JAY STEVEN ANYONG



A NOTE ON PRONOUNS

To all those who pay attention to such things, BADASS uses the male pronoun in writing, but does not discriminate against the viability and downright NEED to have Badass women.

So rock on, you Badass women everywhere, you have every damn right to be as awesome.



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Awesome Hongkong Skyline Photo

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A BADASS INTRODUCTION

BADASS is not a game that you can attempt to work your way around with logic. In fact, BADASS kicks that logic in the face, twists its arm behind its back and makes it cry for its momma.

Kick a reinforced metal fire door down off its hinges? BADASS
Catch a bullet with your teeth? BADASS
Slice through an Abrams tank with your katana? BADASS

Does it make sense? NO! Does it have to? HELL NO!

In fact the moment you start making sense is the moment you lose your Badass Points, reverting into the mewling pathetic 98-pound weakling you truly are.

But we're getting ahead of ourselves. Before you can play BADASS, you'll need to make a Badass character.



A WORD FROM THE AUTHOR

BADASS was a game born of three essential elements:

- Too much sugar
- Too many misspent hours of my youth wasted on Action B-Movies
- The incessant encouragement of the awesome people in the #StargazersWorld chatroom

The objective was simple: to make a fast, rules-light system that could serve as a satire of the over-the-top nature of the Action Movie Genre. I wanted BADASS to be the kind of pick-up game that a tired and burnt out GM could pick up, flip through and immediately be able to run

for his players using nothing but tropes and worn cliché plot elements and still have a great time. At the same time character creation had to be a breeze and should be able to generate some really outrageous characters that would inspire all sorts of zany situations.

I could go on and on about justifying my work, but ultimately, BADASS is about fun. With that, I hope that those who download this will give it a try and have a great time.

Jay Steven Anyong

BADASS CHARACTER CREATION

Character Creation Summary

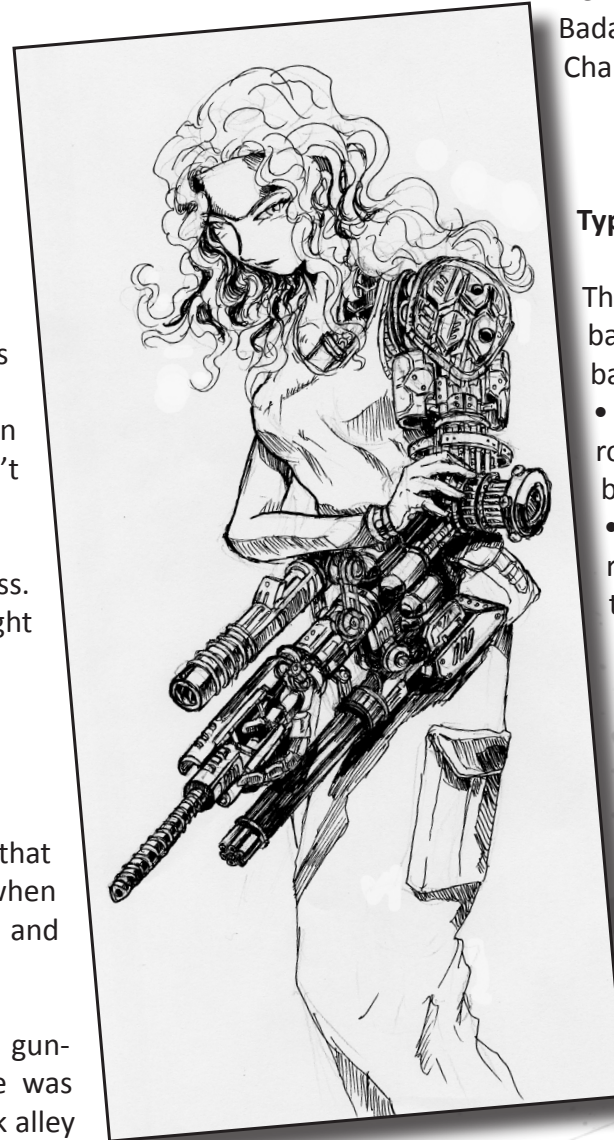
1. Give your Badass a name (Some people like to do this last)
2. Come up with a Badass Defining Moment
3. Pick what Type of Badass your character is
4. Pick 2 Flavas for your Badass
5. Every Badass starts with 5 Badass Points, write that down.
6. Badasses also begin with no points in Awesomeness. Don't worry, it won't stay at zero for long.
7. Give your Badass some Gear.
8. Ask your GM to check out your Badass. If you impress him enough, he might give you extra Badass Points.

Defining Moment

Every Badass has a defining moment. It's that point in your Badass character's life when something went terribly, terribly wrong, and nothing will ever be the same again.

It could be when he lost his family to gun-toting terrorists, or the time when she was brutally beaten and left for dead in a dark alley in the bad side of town, or that time when the neighborhood kid kicked his dog.

It doesn't matter what the moment was, but it changed your Character's life forever, putting him on the irreversible path of the Badass. Think about it and scribble it down on your Badass Character Sheet.



Type

The foundation of being a Badass lies in what kind of badass you are. Choose one of the following to be the basis of your Badassery:

- Kickass types gain a +2 bonus to all Physical rolls. These guys range from scrawny brawlers to beefy bruisers.
- Smartass types gain a +2 bonus to all Mental rolls. Quick thinkers and masterful planners all fall under this type.
- Wiseass types gain a +2 bonus to all Social rolls. Slick bastards and conmen all make for great examples.

Flava

Flava is what makes a Badass different. Talents, style, professions, maybe even special powers. Flava is whatever that makes a person unique from the Average Joe on the street. Find out more about Flavas in page 7.

Badass Points (BP)

Badass Points are a mechanical in-game measure of just how much potential your Badass has to be Awesome. BPs are used in a multitude of ways, from determining Initiative in a fight, to powering certain Flavas. Badass Points are discussed in more detail in page 11.

Awesomeness

Awesomeness is the quality that all Badasses strive for, whether they know it or not. By performing acts of balls-to-the wall daring and mind-blowing perfection, the Badass grows his Awesomeness one Badass Point at a time. Awesomeness is described in further detail in page 21.

Gear

Man uses tools, so there's no reason why a Badass wouldn't use them too. Pick gear appropriate to your concept and run your selection by your GM. He'll have the final say on whether or not it makes sense for your character to start with a rocket launcher. Gear and Weapons are discussed further in page 23.





FLAVA

Badass isn't just one thing. It's all sorts of things. Your Badass isn't just one single stereotype. Instead, Badassitude comes in different flavas, each of which allows your Badass to do Cool Sh*t. Starting Badasses begin with two Flavas (don't worry; you get more Flavas when you raise your character's Awesomeness.) Like a bartender from hell, your job as a player is to make your own unique molotov cocktail of Flavas to make the ultimate Badass.

Racial Flavas - Normally Badasses are humans, but on occasion, a random Badass comes from an entirely new species.

Dinosaur - Ice Age? What's that? Meteor? Psh! You were a Badass long before the term was coined. In fact, you've been kicking ass and taking names long before the Mammals came around. What you're doing in the big city is anybody's guess, but who the hell's going to stop you? *Benefit:* Dinosaurs are big and tough. They negate 1 level of physical damage per instance. *Drawback:* Dinosaurs cannot normally communicate via speech, nor use tools or gear meant for human hands with opposable thumbs. Furthermore, Dinosaurs suffer a -2 to all Mental Rolls.

Robot - Robots are awesome Badasses by virtue of being sentient machines. Robots come from all kinds of backgrounds, from eccentric geniuses to megacorporations. *Benefit:* Robots have one item Weapon or Gear that can never be taken away from them since it's built into their bodies. *Drawback:* Robots are inherently non-emotional and are incapable of truly internalizing the significance of important life events. Robot Badasses only recover 1d3 BP from a Downtime BP Recovery action instead of the usual 1d6 BP.

Learning To Be Human - Being a man is a tough job, but your non-human Badass is up to the challenge! *Benefit:* Your Badass overcomes

one negative aspect of his Drawbacks with this flava.

- *Dinosaur* - Learns speech or Negates the penalty to Mental Rolls
- *Robot* - Rerolls BP Recovery rolls once per game

Profession Flavas - Not all Badasses are unemployed, Profession Flavas show off just what your Badass does for a living.

Ninja - You're a Ninja, one of the stealthiest Badasses in existence. Whether you're from a true ninja clan in Japan, or a graduate of a ninjitsu course in some ballet school turned makeshift "dojo" in Urban America, you make black costumes look good. *Benefit:* You make hiding look badass. Gain a +3 bonus to all attempts to sneak around like uh, well, like a ninja. Note that you don't even need a black costume to do this.

Cop - To protect and to serve. Few things are truly as Badass as the dedication that it takes to put yourself on the line to serve the greater good. That said, having a badge can get pretty sweet. *Benefit:* +3 to social situations where you can conceivably flash your badge for benefits, like intimidating street thugs, or getting a discount in a cop bar.

Doctor - Everyone knows that being in the medical profession means that you'd have to be a badass. They work terrible hours, have to deal with horrendous stress and don't complain about it because they're just that Awesome. *Benefit:* If a fellow Badass goes down in a fight (OBP, then damaged), Doctor Badass may spend a Basic Action tending to his wounds and restoring the downed Badass to fighting form. Using this flava transfers any number of his available BP from him to his patient. This flava may only be used on unconscious Badasses. Dead Badasses stay dead.

Chef - Just because you're a Badass doesn't mean you can't cook. Badasses crop up in the most unexpected of places. Little do you

know that the chef is actually a former Navy Seal, and that he knows how to use those Ginsu knives on HUMAN FLESH. *Benefit:* +3 to impress / seduce / placate someone with your cooking. +3 to disguise attempts to infiltrate a Hotel or Restaurant.

Martial Artist - Few professions can ever hope to exude the aura of Badass more than those that know how to kill a man with their bare hands. Maybe you're the last heir to an ancient school of fighting, or you learned to break someone's face in the streets. Heck, you could be anything from a Boxer to a Luchador, the only thing that matters is that you know how to hurt a man when and where it counts. *Benefit:* You can spend 1 BP to alter the damage rules for one melee attack roll so that you deal 1 BP worth of damage for every 2 points you score over the defender instead of the normal 4 points. You may opt to spend this BP after seeing the result of the attack roll.

Teacher - To teach an Average Joe to be a Badass is Badass in itself. Some Badasses actually spend time teaching in colleges, teaching courses like Archaeology when they're not busy whipping cultists and punching Nazis in the face. *Benefit:* Once per game session, you may perform any form of deliberate or careful planning without losing a Badass Point.

Politician - What do you mean Badasses can't be politicians? Have you seen Governor Jesse "The Body" Ventura or Governor Arnold Schwarzenegger? I rest my case. *Benefit:* +3 bonus when trying to rally a crowd or sway a group's opinion of yourself or on a given subject.

Soldier - First profession that ever pops into anyone's head when thinking of a Badass is a soldier, and it's easy to see why. Trained know how to fight and kill, a Soldier's got the skills that every badass needs. Even better, a soldier is never alone, they've always got a buddy or two they can call up when the chips are down. *Benefit:* A Soldier gains a +1 bonus to attack rolls when using any weapon in a

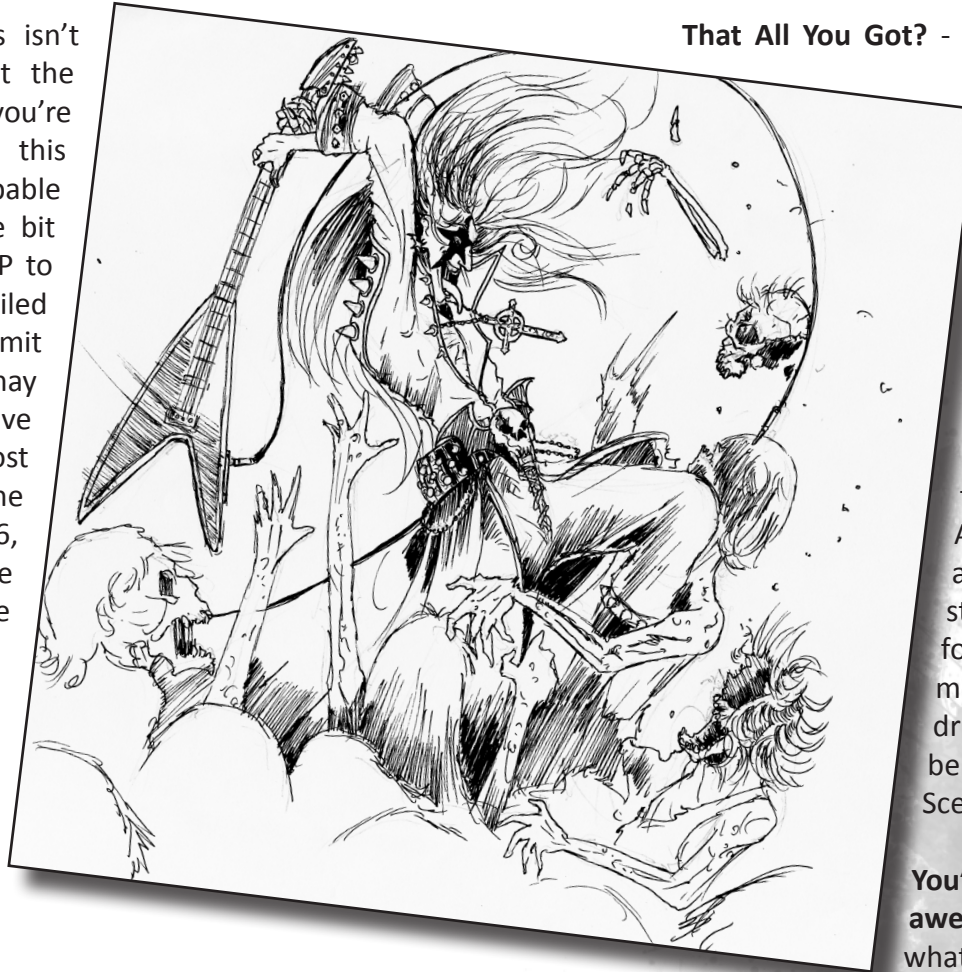
fight. Furthermore, as a special Downtime Action, a Soldier may call on his old War Buddies. These War Buddies count as mooks under the control of the GM, and will act in the Soldier's interest to the best of their ability.

Gambler - Sometimes Badass isn't just about what you do, but the magic that happens whenever you're around. Lady luck just loves this Badass, and even the improbable becomes possible with a little bit of daring. *Benefit:* Spend 2 BP to reroll any one of your Badass' failed noncombat rolls. There is no limit to the number of times you may spend for a reroll, but successive rerolls for the same task cost double the number of BPs to the previous attempt. (i.e. 2, 4, 8, 16, etc). This reroll affects all dice used in the roll, including dice granted by Badass Points.

Style and Gear Flavas - If there's something that all Badasses should have, it would have to be style. These are the catch all flavas, the little things that your Badass can do that makes him stand out above the Average Joe.

Packrat - Your badass is horrendously capable at carrying items, seemingly pulling just the right thing from out of nowhere. *Benefit:* Twice per game session, the Badass may spend 1 BP to make an unmodified 2d6 roll to determine if he is actually carrying a tool or

item that he needs at the moment. The GM is free to set the difficulty of the roll based on the rarity of the item. Impossibilities still exist, and the GM may veto any attempts to use the Packrat flava to do things such as "I pull out an atomic bomb from my backpack."



That All You Got? - Your Badass knows how to take a hit. He shrugs off heavyweight punches, and even gunfire, and looks damn good in torn clothing and dirt on him. *Benefit:* Your Badass can spend 3 BP to negate all damage taken in one instance.

Right where I Want You - Badasses are so awesome that they can exhibit a manly form of mind control. *Benefit:* A Badass with this flava may spend 2 BP as a Free Action to goad a mook or villain with a ranged weapon to approach within striking distance. This can take the form of anything from insulting their mother to asking for a cigarette or a drink of water. Note that this can only be used in Combat, and not in Chase Scenes.

You're awesome, and you should FEEL awesome - Your Badass knows exactly what to say to get the blood pumping. *Benefit:* Once per session, your Badass can spend 1 BP to grant all other allied Badasses 1 additional BP.

Deja Vu - There is a fine yet distinct difference between Redundancy and Mastery - namely, the former is un-badass, the latter muy Badass.

You make repeating yourself look good. *Benefit:* As a Basic Action, a character may repeat the use of a Running on Fumes action that he has already used, once per scene. You still only gain 1d3 BP with this action.

Hold on, I Think I Know Someone – It pays to have a network of friends. *Benefit:* When spending a Downtime Action for a Flashback, the Badass may opt to not gain 1d6 BP. Instead, you narrate a scene where you once knew an acquaintance that could now help you in your current endeavor. This temporarily grants your Badass a Contact that lasts for the rest of this session. This flava may only be used once per session.

Cinematic Disability - Your character is Blind, Deaf or otherwise physically or mentally impaired except when it COUNTS. *Benefit:* Your gain 1 BP at the start of any fight due to them underestimating your true badassitude. *Drawback:* You really are disabled, blind people can't read, deaf people can't hear, etc.

Metagame Flavas - Sometimes it's not enough to be messing with the bad guys. Some Badasses mess with the GAME.

BRING IT - What, the base task resolution system too tame for you? Well, Badasses who buy this Flava end up playing under a different set of rules. Badasses who have BRING IT roll only 1d6 instead of the usual 2d6 for tasks. The results of this die are then doubled, making it only possible to roll Snake Eyes, 4, 6, 8, 10 or Boxcars, dramatically raising the chances of critically succeeding in a task, as well as the chances of failing miserably.

Oh Yeah? Let's Arm Wrestle For It - Don't like the odds? Then man up, and put your arm on the table and say the name of this Flava. Badasses who have purchased this Flava may, once per session, opt to shift the task resolution for one roll to an Arm Wrestling match against the opposing player or GM. If this task is an attack roll, damage is

assumed to be 2 BP.

Everyone's Got a Price - Sometimes Badass is not what you are but what you have. Once per session, a Badass with this flava can buy a successful roll by *ahem* bribing the other players by doing a small favor, like bringing drinks to the game, or paying for pizza on gaming night.

"Little do you know, that I am actually a ROBOT!" - Rather than wait for Downtime to be able to buy Flavas, a Badass with this Flava may cash in on his 30 Awesomeness at any time as a Basic Action. The only requirement is that the Badass must reveal whatever flava it is he purchased with some form of statement in-character.



BADASS POINTS

Badass Points (or BP for short) are the very source of Badassery, the very point at which “Bad” meets “Ass” to become something downright magical. With it, a Badass character enhances his ability to beat the shit out of people, and do things that mere mortals cannot even fathom.

However, Badass Points only emerge after a Badass disposes of two inconsequential factors: Logic and Fear. As long as these rule his thought processes, a Badass cannot truly dedicate himself to his task. As such taking any action that the GM deems to be cravenly or cautious to the point of killing the Badass mood of the scene automatically reduces a Badass’ BP total by 1.

So in order to keep the BP flowing like beer in a frat party, the Badass must act upon sheer instinct and audacity, and act like a true Badass even at risk to himself. Otherwise, the magic goes away, and the Badass is reduced to being an Average Joe.

Average Joes

Being an Average Joe (that is, a Badass character with 0 Badass Points) is a dangerous situation. Bereft of the protection of his Armor of Badassitude, the Average Joe can actually die if he suffers even a single level of damage in this vulnerable form. There are no negative levels of health. As soon as an Average Joe receives further damage, he is considered Down and out of the fight.

Badass Point Uses

But what are they for? Badass Points can be spent on any of the following:

- Once per turn, the Badass may add +1d6 to any one of his rolls. This die is rolled after the result of the base 2d6, and cannot be used to prevent a Snake Eyes result.
- Pay for the benefits bestowed by the Badass’ Flavas.

Each BP spent in this way adds to a Badass character’s Awesomeness stat on a one to one basis. Awesomeness is important as it denotes when a Badass earns the right to gain a new flava in play (see Awesomeness for more information.)

Regaining BP

Nobody wants to be an Average Joe. As such, Badass characters can regain 1d6 BP once per Session by narrating any of these as a Downtime Action:

- *Training Montage* - Ah, the classic option. A Badass may regain BP by narrating a training montage. Players should feel free to go all out and describe unique and interesting training regimens.
- *Moment of Personal Affirmation* - Sometimes a Badass needs to feel like one. These can be quiet scenes where an NPC drops by to encourage him, or he discovers the wellspring of foolhardy confidence to face the challenges before him.
- *Flashback* - Sometimes even Badasses have to remember life-changing childhood lessons. Whether it’s advice from their grandfather about how Superman isn’t brave, to the day they learned to tie their shoelaces, meaningful and significant flashbacks have the power to restore BPs.

Running on Fumes

What if a Badass runs out of BPs in a fight? Unlike the above options, there's no time for a Badass to be thinking of crucial life moments, but a Badass has another source of BPs: the thrill of combat itself!

Unlike the other types of BP regeneration, restoring BPs in combat is less rewarding. A Badass restores only 1d3 Badass Points when performing any of the following once per fight as a Free Action on your turn:

- *Slo-Mo* - The Player narrates an attack or exchange in cinematic and exhaustive detail.
- *Bad Pun / One Liner* - The Player snaps a witty retort that draws either laughter or groans from the other Players.
- *Show Some Skin* - The Player has his character tear open his shirt, discard his armor.
- *Posedown / Strut / Weapon Flourish* - The Character skips his turn to pose or show off.
- *Trash Talk* - The Character insults a target, don't hold back now. A Badass is meant to make his enemies feel inferior.
- *Dramatic Entrance* – If the Character enters the fight when it's already going on, then the Player may decide to narrate the character's entrance into the fight in a showy manner.

If you've never heard of a 1d3 roll, it's actually just rolling 1d6, then halving the result, rounding up. So a 5 result would be $(5/2 = 2.5, \text{rounding up to } 3.)$

Badasses carry their Badass Points over with them to the next session. So don't worry if you've managed to amass quite a few of them, it only means that you'll be given more opportunities to be awesome in the next time you play BADASS.

Epic Soundtrack Bonus

During any attempt to regain BP, a player may introduce an Epic Soundtrack to accompany it. The player might have the song in their mp3 player or laptop, or they could just causally mention the title and artist. Doing so nets an additional 1 to 2 BP depending on how well the music is received on the table.

However, you can only use a given song once per session of BADASS, so don't think that you'll get 2BP when you play "Carmina Burana" a second time in a row. Variety is a good thing here, so see if you can mix it up a bit.

Furthermore the music has to set the mood. Anything terribly inappropriate to the situation (say, the Benny Hill Show theme song) could merit a BP penalty from the GM instead.

GETTING SH*T DONE

Since BADASS is a game, it's got to have rules. To keep things nice and fair, the game uses 2 six-sided dice (the ones you can steal from boring, un-Badass games like Monopoly).

Now, if your Badass wants to get shit done, the GM has to tell you how difficult it is by assigning a Target Value. Something simple like say, kicking an old lady's Chihuahua to show you mean business will have a Target Value of 4. Something difficult, like disarming a bomb triggered by a mercury switch with nothing but your teeth might have a Target Value 12 or even higher!

Now that you know how difficult the task is, all you do is pick up your two 6-sided dice in one hand, make a fist (this is important) and roll them bones. Add up the scores on both dice to any bonuses you might have, and see if your total is equal to or higher than the Target Number. If you roll higher, then your Badass succeeds. If not, then he fails the task and suffers from any consequences that may happen from doing so.

Oh, and if you ever fail to make a fist when you pick up your dice? Then the roll doesn't count and you lose one BP. See? We told you it was important.

Snake Eyes and Boxcars

The thing with being a Badass is that sometimes things go your way, and sometimes, things go very, very wrong. If ever you roll a Snake Eyes (that is, two 1's), then your Badass screwed up the attempt big time, and suffers from it. This can be anything from physical injury, or complications that arise. Maybe you miss the Chihuahua with your kick, and it retaliates by sinking its tiny vicious teeth into the family

jewels. Life can suck that way.

However, sometimes Lady Luck just decides that you're a beautiful golden god, and rewards you with unbridled success in a single task. If the player rolls Boxcars (two 6's) then the Badass succeeds against all odds, and the confidence of such a resounding success bestows a free Badass Point to the character. If the Boxcars happen on a successful attack roll, then the Badass deals 2 additional levels of damage. If it occurs on an unsuccessful attack roll, then the attack succeeds anyway, dealing 2 levels of damage.

Setbacks and Comebacks

Watching a man bulldoze over everything just cause he's that much of a Badass can occasionally get boring. That's because the eggheads who study literature say that stories are made awesome when there's tension. Tension can happen naturally, like when your Badass is suddenly surrounded by a gang of angry street toughs armed with knives and lead pipes... or if the Player is badass enough, he can make it happen himself!

Yes! You too can command the very forces of reality and torture your Badass with bad luck and unforeseen complications with the use of Setbacks. Setbacks are easy, all you have to do is declare what setback your Badass experiences during the scene, and the GM sets aside a number of your Badass Points and benches them, making them unusable for the rest of the scene. Just how many Badass Points the GM sets aside, depends on how severe he feels the setback is. Sample Setback values are:

- *Minor 1BP* - Not having your car keys when you're chasing after an escaping bad guy
- *Moderate 2BP* - Not having your weapons in a crucial fight
- *Severe 3BP* - Suffering from the effects of a Poison cleverly hidden in the enemy's weapon

But why bother? Because in any scene after the one where the Badass took a Setback, he can choose to make a Comeback. A Comeback essentially uses the BP locked away from the Setback, and has them all count as if they've rolled a 6. You can only use a single BP from a setback on any given roll.

Downtime

Now and then, the GM will give a slight break, a little moment that isn't about racing motorcycles down a freeway while shooting each other with sub-machine guns. This break in the action is called Downtime, and is often used in movies for character development.

BADASS follows this time honored tradition by allowing a Badass to perform one Downtime Action per Downtime Scene:

- *Recover spent BP* – A Badass can bring back some of the magic via the options presented under "Recovering BP" in page 11.
- *Learn a new Flava* – A Badass can spend his Downtime working on a new Flava. This can be anything from discovering that he is actually a DINOSAUR all this time, or enrolling in a kung fu school. A Badass can learn a new Flava for every 30 Awesomeness points

he has earned.

- *Develop a new Contact* – Contacts can be very useful, and a Badass can declare that he is spending his Downtime working on developing a new contact. This can be something as casual as asking that hot librarian out for a date, or earning the respect of the local champion of an illegal street fighting circuit by beating the hell out of him. A Badass can develop a new Contact for every 20 Awesomeness points he has earned.



COMBAT

Fighting is an inescapable reality of any Badass. Whether it's a destiny-altering martial arts duel to the death in a remote Tibetan monastery, or a vicious brawl in the dark alley behind a bar, Badasses live to fight.

Because of that, it's important to understand how BADASS handles conflict resolution via the means of inflicting pain. Initiative

First off, we need to determine the initiative order by an open bidding of BP with a minimum Bid of 1 BP. Groups of Mook characters (discussed later in page 21), have a static Initiative score. This counts as their Bid for Initiative.

Badasses however, bid BP in order to go first. The GM starts off by declaring the opening bids of his Villain characters (also discussed in page 21). The players can then opt to bid higher to act first in the fight. The GM then responds by either bidding higher for his Villains, or staying at his current bid. Once both sides have passed on bids, then the actual fight begins, starting from the highest bidder, down to the

lowest. Characters that have bid the same amount act simultaneously.

In succeeding turns, players may opt to move up or down the established Initiative Order. Improving your Initiative Score can only be performed on the start of your turn, and forfeits all other actions for that turn. Much like bidding, the player then spends BP to match or exceed others in the initiative order.

All BP that have been bid on initiative are considered to have been Spent, and count towards a character's Awesomeness.

Initiative Example:

Badasses David and Harley are up against Sting, a Villain, and his band of six Highly-Trained Assassins. The GM then reveals that the Highly-Trained Assassins have an Initiative Score of 2. Furthermore, Sting is opening with a formidable 4BP bid.

David's player isn't too hot about spending too many BP's early on in the fight, and opts to Bid 3BP, just enough to act before the Highly-Trained Assassins, but not faster than Sting.

Harley's player on the other hand, has BP to spare and decides that a quick and early hit against Sting might be helpful in the long run and decides to bid 5BP.

The GM decides that he can't allow Harley to get a first hit in without risk, and decides to match Harley's Bid of 5BP. Since the Highly Trained Assassins are Mooks, they are pegged to their Initiative Score of 2 and can't modify it.

Harley's player is running low on BP but decides to risk it anyway, raising his bid to 6BP. Harley's going to be Running on Fumes in this fight.

The GM relents, and passes. Both players pass. The fight begins with

the following sequence:

- Harley -6BP
- Sting – 5BP
- David -3BP
- And the Highly-Trained Assassins - 2

A few turns later, David has managed to stockpile a sizeable number of Badass Points during the fight thanks to a few clever uses of the Running on Fumes rules, and the judicious use of the Epic Soundtrack Bonus (page 11).

Hoping to get the drop on Sting, David's player decides to spend 3BP to bring his initiative bid to 6BP, matching Harley's. This means that on the next round, Harley and David act at the same time, possibly even tag-teaming Sting.

Actions

- On each turn, a character may perform:
- One Move Action (usually Running or Driving 1 range increment), and
- One Basic Action (Usually an attack)
- Any number of unique Free Actions

Attack Resolution

To make an attack, the acting character rolls 2d6 +Bonuses (usually the +2 Kickass bonus, and other bonuses from Flavas and weapons.) Badass Points can be spent to add 1d6 to this roll.

In response to an attack, the Defender then rolls 2d6 + Bonuses (usually the Kickass Type bonus, and other bonuses from Flavas and Armor.) Again Badass Points can be spent to add 1d6 to this roll.

If the Attacker rolls higher than the Defender, then the Attacker succeeds and then proceeds to determine how much damage has been dealt with the attack.

If the Defender scores higher than or equal to the Attacker's roll, then the attack fails.

Determining Damage

Damage is determined by looking at how many points the Attack roll exceeds the Defense roll. Every 4 points that the Attack roll exceeds the Defense roll is equivalent to 1 level of damage.

Damage Example: An attack roll that exceeds a defense roll by 6 points will deal 2 levels of damage. One level for the first 4 points, and one more level for the 2 points left over.

Damage Levels are applied differently to Mooks and Badasses:

- A group of Mooks count as having a Health score equal to the number of individuals in the group. A gang of four thugs, for example, would have a Health score of 4. Each level of damage they take reduces the Health score of the mob, and the corresponding number of individuals in the group are taken out of the fight.
- Badass characters and Villains on the other hand, use their current BP totals as their health score. Their Badass nature shields them from an ignominious death. However, once their BP drops to zero, then the Badass is in deadly danger. Any level of damage inflicted upon a Badass with 0 BP will either kill or incapacitate the Badass, depending on the assailant's preferences.

Combat Example:

John Matrix

Kickass(+2 to all Physical rolls, including combat)

Martial Artist – John can spend 1 BP to alter the damage rules for one melee attack roll so that he deals 1 BP worth of damage for every 2 points he scores over the defender instead of the normal 4 points.

Cop - +3 to social situations where you can conceivably flash your badge for benefits, like intimidating street thugs, or getting a discount in a cop bar.

Badass Points: 5

Combat roll: 2d6+2

5 Street Thugs [Mook]

Initiative: 1

Health: 5

Assorted improvised weapons: +2 to attack rolls

Combat roll: 2d6+2

Round 1:

The group of Street Thugs count as having an Initiative bid of 1.

John bids 2 BP to win Initiative, dropping his BP count to 3.

John snorts, "Five on one? You should go get more friends, just to make it a fair fight." and gains 1d3 BP for using Trash Talk. John's player rolls a 3, bringing his BP total up to 6

John then attacks, throwing a vicious right hook across the jaw of one of the sneering street thugs. John also spends 1 BP to add +1d6 to his roll.

Attack Result (3d6+2): 14

The street thug attempts to wrap a bike chain around John's arm to stop the attempt.

Defense Result (2d6+2): 7

Normally, John would have inflicted only 2 Levels worth of damage, but he chooses to spend 1 BP and apply the Benefit of the Martial Artist Flava. This means that John does 4 Health Levels of damage instead.

By the time the first exchange of blows is over, the last street thug realizes that he's the only one left standing. John's BP count is down to 4

Now the Thug gets a go. Unlike John, he can't spend BP since he's a Mook. So he wails on John, hoping that sheer balls will help them stop this Badass.

Attack Result (2d6+2): 9

John already spent his bonus from BPs, and he doesn't have any applicable Flavas to help him defend so he tries his best with his basic roll

Defense Result (2d6+2): 9

In the event of a tie, the defense wins. John, thinking quickly, takes off his jacket and uses it to parry the thug's attack and takes no damage.

End of round 1

Round 2:

John retaliates, hoping to end this fight right away. John's player goes

for a Slo-Mo describing in near pornographic detail about how John falls into a fighting stance that changes the police officers normally benign facade into that of a Badass killing machine.

John's player then rolls 1d3 and gets a 1, John's BP rises to 5.

John goes all out, punching and kicking like a man possessed by the devil himself. John's player also spends 1 BP this turn to make sure that he hits as hard as he possibly can.

Attack Result (3d6+2): 12

The thug tries to fend John off as best as he's able.

Defense Result (2d6+2): 6

John's player decides not to trigger the Martial Artist flava, as he would normally deal 2 Health Levels worth of damage already. Also, his BP count is down to 4.

The last Mook goes down, and John finds himself the winner in this fight. As a Cop, he could feasibly call in for backup to arrest them, and start interrogating them for the location of the drug dealer that sent them to rough him up.

Range, Distances and Movement

One important consideration for combat is positioning. BADASS does away with measuring feet or meters, by relying on ranges. These ranges are:

- *Melee (0 range increment; 0 range attack penalty)* - Hand to hand and Melee combat can only be performed when the combatants are in this range.
- *Short (1 range increment; -1 range attack penalty)* – Thrown weapons like Shuriken can work on Short range.
- *Medium (2 range increments; -1 range attack penalty)* – Most pistols work effectively until this point.
- *Long (3 range increments; -2 range attack penalty)* – Long arms like assault rifles work effectively until this point.
- *Extreme (4 range increments; -3 range attack penalty)* – Sniper Rifles, and other specialized weapons work effectively at this Range

As mentioned earlier, a Badass may move 1 range increment on their turn as a free action. However, if a Badass chooses to forfeit his Basic action, he may move 2 range increments instead. However forfeiting your move for the round does not allow you to make 2 Basic Actions.

Chases

In the event that two characters are involved in a chase (whether on foot or on vehicles,) then it becomes necessary for us to utilize a chase system.

First, determine the roles of the people in the chase. The one doing the chasing is designated as the Predator, while the one trying to get away is called the Prey. These are temporary designations and may change depending on the situation. A Badass Prey who might make it to a gun locker, for example, might find that he is now the Predator.

Then, determine their distance in increments. Some chases start with an increment of at least 1, which means that the participants are within Short Range.

Chases differ slightly from combat in the sense that all parties act at the same time rather than in initiative order. During each round of a Chase, both Predator and Prey make a 2d6 athletics roll, adding bonuses such as Kickass, or equipment bonuses from vehicles or gear. The GM may also levy penalties to these rolls depending on the terrain for that turn. A turn spent running through a busy street market for example, may call for a penalty of -3 to the rolls.

Compare the results of the roll. If the Predator rolls higher than the the Prey, then he closes the gap between them, reducing distances by 1 range increment. For every 4 points he scores over the Prey's rolls, he gets to close in by another range increment.

Should the Prey roll higher, then he gets to increase the distance between him and the Predator. Likewise, for every 4 points that he scores over the Predator's roll, he gets to pull ahead by another range increment.

A chase ends when a Predator reduces the range increment to 0, whereupon it usually reverts to standard combat, or when a Prey pulls head beyond 4 increments, where he is assumed to have escaped.

Chase scenes are not just all about running however. During each turn, both Predator and Prey may opt to perform any ranged attacks that they may have available to them given the distance between them. For example, should a Ninja Predator be in 1 range increment (the equivalent of short range, with the accompanying range penalties), then he may opt to throw a shuriken in hopes of slowing the Prey down.

Chase Example:

The cunning gentleman thief known only as The Raptor is trying to get away with a priceless artifact. Thankfully heroic Badass Boxer Michael “Piston” Hayes arrives just in time to confront The Raptor on the rooftop of the museum.

Being a thief, The Raptor has no interest in getting involved in a fight against someone with a perfect K.O. record, and decides to hightail it. Since this is a Chase both characters act simultaneously. The GM announces that the starting distance from each other is 2. Now let’s take a look at the characters involved:

The Raptor

Kickass(+2 to all Physical rolls, including combat)

Ninja - Gain a +3 bonus to all attempts to sneak

Gambler - Spend 2 BP to reroll any one of your Badass’ failed noncombat rolls. There is no limit to the number of times you may spend for a reroll, but successive rerolls for the same task cost double the number of BPs to the previous attempt. (i.e. 2, 4, 8, 16, etc). This reroll affects all dice used in the roll, including dice granted by Badass Points.

Badass Points: 5

Athletics roll: 2d6+2

Michael “Piston” Hayes

Kickass(+2 to all Physical rolls, including combat)

Martial Artist – Michael can spend 1 BP to alter the damage rules for one melee attack roll so that can deals 1 BP worth of damage for every 2 points he scores over the defender instead of the normal 4 points.

Right Where I Want You – Michael can spend 2 BP as a Free Action to goad a mook or villain with a ranged weapon to approach within striking distance. This can take the form of anything from insulting their mother to asking for a cigarette or a drink of water. Note that

this can only be used in Combat, and not in Chase Scenes.

Gear: Running Shoes (+2 to rolls involving running)

Badass Points: 5

Athletics roll: 2d6+4

At first glance it might look like Michael has the advantage here with the solid +4 bonus to his dice rolls. However, The Raptor may yet escape given his ability to reroll dice. Both characters make their athletics rolls:

Michael decides that he wants to capitalize on his bonus to try and catch The Raptor before he gets a chance to pull ahead, and so Michael declares that he is spending 1 BP to add +1d6 to his roll for a total of 15.

The Raptor, spends 1 BP of his own for an extra +1d6 and makes his roll for a total of 11.

Michael wins this round, scoring 4 points higher than The Raptor, and reducing the distance between them by 1 range increment. Both participants are now at 4BP, and the Range increment is now 1.

At this point in the chase, the GM announces that there is a large gap they must both cross in order to keep running. The GM sets the penalty for the alley to be a -1 to their next Athletics checks.

Again the players make their rolls. Michael, still determined to keep the pressure on, spends 1BP again for the +1d6 bonus for a total of 9.

The Raptor likewise spends 1BP again for the bonus and also rolls a 9! Frustrated, The Raptor decides to take a risk and use the benefit of his Gambler Flava, spending an additional 2BP to reroll his Athletics check and gets a new total of 15!

With his new roll, the Raptor scores a good 6 points over Michael, pulling ahead by 2 range increments for a total distance of 3. If Michael doesn't think of something fast, or score some phenomenal Athletics rolls, The Raptor may yet make another miraculous escape!

Both characters continue until the Raptor either pulls ahead beyond 4 range increments, or Michael manages to reduce the distance to 0.

AWESOMENESS

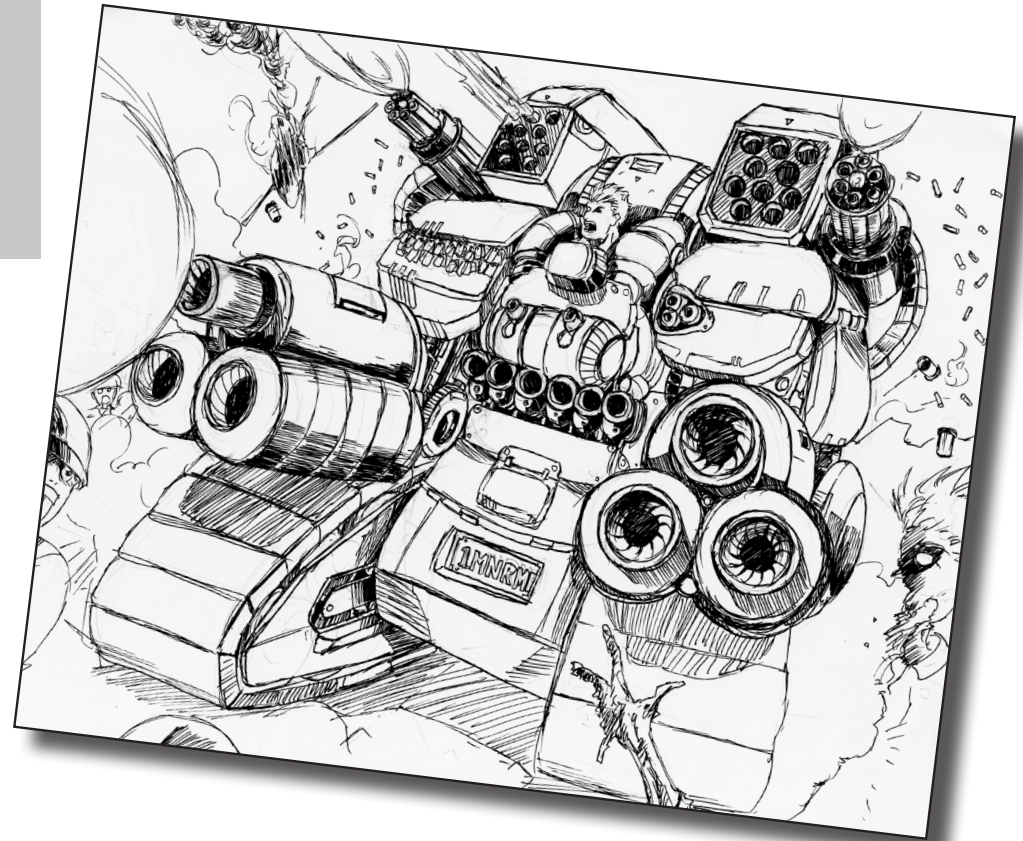
Do you want to be Awesome? Of course you do! Everyone does! But not just any anyone can be Awesome. To a Badass, increasing Awesomeness is like building muscle, you need to constantly keep being a Badass and spend your Badass Points or else you'll end up nowhere. Each point you spend to do something or activate a Flava adds to your Awesomeness total.

It's a simple formula really, the more Badass you are, the more Awesome you become.

Awesomeness is increased by spending BP on:

- +1d6 BP Bonus to rolls
- Powering Flavas
- Bidding BP on Initiative
- Spending additional BP on Initiative in the middle of a fight

That said, BP lost to damage or other sources never add to your Awesomeness.



Bring on the Flava

Finally, for every 30 Awesomeness the Badass has accumulated, he earns the right to purchase a new Flava. Buying new Flavas with spent Badass Points can only be done as a Downtime Action or between Sessions, unless your badass has the "Little do you know, that I am actually a ROBOT!" Flava.

Benefits of Awesomeness

Cumulative Awesomeness	Benefits Bestowed
30	New Flava
60	New Flava
90	New Flava
120	New Flava
Every 30 points above	New Flava

two Flavas. Being without Badass Points, mooks rarely have Flavas that require BP to activate. Those that do can only trigger these Flavas once per combat.

Once a Mook has been reduced to half their original number, it may be possible to cause them to run away from the fight with a successful Intimidation or other similar roll.

Villains

Villains are the true opposition of the Badass, by virtue of the fact that they are Badasses themselves! Unlike mooks, Villains are fully capable of doing everything that a Badass can, and they enjoy the benefit of having a much larger BP pool to start with. Villains begin play with 5 BP, plus 1 additional BP per Badass opposing them.

Furthermore, Villains have access to certain Nasty Flavas:

Nasty Flavas – These villain-Only Flavas are hallmarks of being a Badass' nemesis.

"Just You, Me and My GUAAARDS!" – Villains always seem to have a group of Mooks nearby for some reason, often emerging from some sort of secret room. Benefit: Once per combat, by spending 2 BP, a Villain may summon a mob of 10 Mooks with stats determined by the GM.

They Never Found the Body – Villains never seem to leave corpses for some reason should their manner of death be unverifiable. Explosions and falling tend to be very popular. Benefit: Once per Session, a Villain may spend 5 BP as a Free Action to insure that he will return once again to plague the Badasses in a future date even after death.

VILLAINS AND MOOKS

A Badass is defined by his opposition. Without something to beat up and humiliate, a Badass is merely impressive. However, once someone truly despicable becomes his opponent, the Badass becomes Awesome.

Mooks

Mooks are the henchmen and cannon fodder of any heroic tale of a Badass. They are many, but often quite weak. As such, mooks rely on the false sense of security bestowed by numerical superiority.

Mooks have the following stats:

- *Health* – This serves as the overall indicator of just how many mooks are left standing. Hence a mob of 5 henchmen would count as having 5 Health.
- *Initiative* – This is a static value that counts as the group's Initiative Bid.
- *Combat Roll* – This describes the Henchmen's basic combat capability for attack and defense.
- *Flavas* – Occasionally mooks may display proficiency with one or

I am Your Father – Villains are a cruel lot who relish in inflicting anguish upon their foes. Benefit: Once per battle, a Villain may spend 2 BP to make a stunning revelation that unbalances the target Badass in awe, fear or utter despair. The target Badass suffers a -2 penalty to all rolls for the rest of the scene as he grapples with his this emotional beatdown.

My Superpower is MONEY – Some Villains are wealthy enough to destabilize most third world economies. Benefit: Villains enjoy having access to damn near anything money can buy. This means secret volcano bases, helicopters and fancy suits. Contrary to popular belief, Villains aren't all incredibly rich, hence this Flava.

Behold my TRUE form! – Villains never go down without a fight. And some villains can put up one hell of a fight! Benefit: Once per campaign, a single Villain (designated as the Final Boss) may instantly gain 2 flavas and 10 BP as soon as he is knocked below 0 BP by any attack.

GEAR

BADASS is not really a game about getting better gear. There's no doubting the fact that having funky gadgets and badass rides are part of the fun, but too much focus on them and it becomes a game about the tools rather than the man.

After all, wasn't it Thulsa Doom that said, "What is steel compared to the hand that wields it?"

That said, BADASS doesn't do away with all the things that gear entirely. Gear and weapons bestow bonuses when used in their intended fashion. This bonus can range from +1 to +3 depending on how handy,

useful or effective it is.

Gear Example:

If a Badass were to use a penknife to disarm a bomb, the penknife might give him a +1 bonus. However if the Badass were to somehow acquire a bomb disposal kit, then he would enjoy the benefits of a +3 bonus to his roll.

Weapons

Nothing fits in the grasp of a Badass more perfectly than the throat of a hated Villain. Failing that, a good weapon will do. Weapons are also rated from +1 to +3, but rather than present a list of weapons, the GM running BADASS should exercise his judgment on how large a bonus a weapon can grant in a given fight.

For example, in a prison brawl, an improvised Shiv might give a respectable +2 bonus, but when fighting out in the streets when everyone has actual knives, lead pipes, chains and the occasional gun, the Shiv drops down to a +1.

Range is another consideration for weapons. Guns and other ranged weapons such as bows are useful in the sense that can fire into various ranges. While they suffer from range penalties (see the Ranges, Distances and Movement subsection under Combat,) the fact that you can kill a man from a distance more than makes up for it.

Weapon Examples:

Handgun – Medium Range +2; Pistol whipping +1

Knife – Melee Range +2; Short Range +1; intimidation +2

Baseball Bat – Melee Range +2; Parry Thrown Weapon +1

Armor

Armor is not all that common in modern settings, but may occasionally pop up now and then. Armor functions mechanically as bonuses to Defense rolls. Like weapons this ranges from +1 to +3 depending on how tough the material is.

This rating may go up or down depending on the damage being taken. Leather armor is cool, but it won't do much against a laser, for example.

Armor Example:

Awesome Leather Jacket - +2 to Defense; +2 to Impress or Intimidate

BEING A BADASS GM

At its core, BADASS is not a serious game. It doesn't struggle to present questions and issues relevant to the human condition. It doesn't really think of itself as any form of art.

But, what BADASS is, is pure unadulterated adrenalin shot into your heart. It kick starts the imagination, rewards the daring and punishes the meek.

However, how awesome a game of BADASS can get relies on the GM. The GM is the man runs the show. He's the villain, the henchmen and the other NPCs. As such, he carries the burden of having to think up all sorts of crazy plots just to showcase how badass the characters are. So give it to them. When the scene seems to slow down, throw in a few mooks with guns. When they've cornered the villain on the rooftop, have them face off against a Helicopter with nothing but their fists. They're Badass and you know it, so give them something that gives them more opportunities to spend BP and gain Awesomeness.

Genre Variants

Tired of the usual Modern setting? Well, throw a few genre elements into a blender along with BADASS and see what comes out!

Disco Badass – Disco balls, Afros, Bellbottoms and BADASS! Works best as a Cop themed show, or Martial Arts campaign against street thugs. Drug lords and the MAN make for interesting opponents

Fantasy Badass – Swords, Dragons, Chainmail Bikinis! Fantasy settings are a goldmine of BADASS stories. Conan and Red Sonja stories are required reading for this setting, and a healthy dose of Heavy Metal to keep the blood pumping.

Space Badass – There's nothing to get the blood flowing better than kicking alien ass. Lasers, spaceships and hairy aliens are but some of the things that a Space Badass can get into.

Scary Badass – Kill Dracula the manly way! Horror settings make for good BADASS stories as the Badass does not shirk away from the terrors that make men soil themselves in fear!

Two-Fisted Badass – Zeppelins, tommy guns, and punching evil in the face! Pulp is the perfect breeding ground for Badasses fighting the good fight .



CENTRAL CITY: A SAMPLE BADASS CAMPAIGN SETTING

Central City History

Central City, once the shining beacon of a brighter future in America, has been reduced to a gallery of shattered hopes and broken dreams. Urban decline started in the Eighties, when criminal activity, combined with a corrupt police force resulted in the mass migration of many businesses and residents.

As if drawn to this festering carcass of a city, crime has made a permanent home here, ranging from the common street thugs, to the gang bosses that wine and dined atop the few remaining skyscrapers that haven't been abandoned.

But life finds a way, and those who call Central City home have proven to be a hardy group of people, with big hearts and strong wills. Central City is home to many a Badass, each of which works to protect his little neighborhood from the predations of criminal scum.

And now, with the election of a new Mayor from a police background and an untarnished reputation, many citizens are starting to feel that there's a chance for Central City. More and more people are starting their own little campaigns to take their beloved city back, block-by-block.

The People of Central City

Mayor Maximilian "Maximum" Steele

A former Police Officer in the beleaguered Central City Police Force, Maximilian Steele was injured in the line of duty, and left him with a bum leg. No longer able to serve in the front lines, Maximilian put his effort into becoming a servant of the people via public office.

After a hard won (and very controversial) victory, Maximilian Steele was sworn into the office of the Mayor and currently leads the renewed campaign against crime.

Maximilian had been a Badass once, before the injury that cost him his original career. Lack of proper exercise thanks to the injury has put quite a lot of weight, but his determination to clean up the city has never faltered.

Jonathan Paine, aka "the Warlord"

Jonathan Paine is rich, famous and well-respected among the upper crust of Central City, and is secretly the most ruthless mob boss the City has ever seen. Born to a rich and influential family didn't seem to deter Jonathan's taste for crime, and it took very little for the sociopathic young man to carve out a name for himself in the Central City underground.

Using his family's contacts and resources, the Warlord is able to field more than just street thugs, or goons with machine guns. The Warlord has gone so far as to employ genetic experiments with reconstructed dinosaur DNA, as well as robotic henchmen for his own twisted ends.

Places to Visit in Central City

Jimmy's Scrap Yard – Central City's Scrap Yard has gained an unsavory reputation for being a disposal site of many of the mob's opponents. Furthermore, several street thugs have pretty much decided to hang out in the Scrap Yard and use it for illegal fights and gang-wars.

CCPD – Plagued with a bad public image for years, CCPD is trying to live up to the expectations of the people thanks to Mayor Steele's anti-crime campaign. That said, CCPD isn't all made of sterling and upright individuals. Crooked cops who work hand in hand with the criminals have turned the prisons into revolving doors.

Chinatown – Home of the mysterious Tongs, Chinatown is an insular community that tries to solve its problems without outsider intervention. That said some of the most fearsome Badasses hail from here, either born into this place or trained by a mysterious sifu that resides here.

Ultra-Mall – This massive monolith of commercialism dominates the cityscape of Central City. Despite the economic downturn, the promise of luxury and materialistic reward never fails to draw the masses. Ultra-Mall is so large that it features its own security force, trained to handle anything from hostage situations to riots.

The Docks – The multitude of Warehouses in the docks makes for a perfect place to stash illicit goods, or for Badasses to set up their headquarters or a Safehouse.

The Slums – If there's any place that absolutely needs a Badass presence, then it would be here. People in the slums need hope, and a strong presence to help them better their situation. While money and goods from charitable institutions help for a short time, only the presence of a true Badass can uplift them to a better life. Walking in the slums might be courting danger, but winning the hearts of the people there is more than worth it in the long run.

Central City Park – Parks normally aren't the first thing people think of when you mention Badasses, but at night this otherwise calm and friendly environment can be the home of some of the City's most vicious predators.

Central City General Hospital – The City's oldest and by far the most overtaxed hospital is a hotbed of activity. Having broken the records for number of injuries from violent crime treated versus illnesses treated for the eighth year in the row, CCGH is home of the most Badass of medical staff.

Micky's Gun Store – Micky used to be a gun-for-hire, but after being

double-crossed by his employer and losing several yards of intestines due to gunfire, Micky decided to hang up his guns for sale. Now he's a respectable businessman, whose store sells more than just guns and ammo, including martial arts weapons and DVDs, and some hunting paraphernalia.

City Hall – City hall, intended to be the beacon of justice and law, is now a sorry looking building riddled with vandalism and worn down facilities. If anything City Hall has come to embody Central City as it is now, including the iron core that just won't give up. Still worm exist even here, as corrupt politicians levy their influence to steal from the public from right under their noses.

BADASS OPPOSITION

Street Thugs [Mook]

Initiative: 1

Health: (Variable, based on number of Mooks)

Gear: Assorted Improvised Weapons +2 to attack rolls

Combat roll: 2d6+2

Flavas: None

Highly-Trained Assassins [Mook]

Initiative: 2

Health: (Variable, based on number of Mooks)

Gear: Pistols +2 to ranged attack rolls, Cunning Disguise +2 to disguise rolls

Combat roll: 2d6+2

Flavas: Ninja

Gun-Toting Mobsters [Mook]

Initiative: 1

Health: (Variable, based on number of Mooks)

Gear: Pistols +2 to ranged attack rolls, Sub-machine guns +2 to ranged attack rolls, +2 to intimidate

Combat roll: 2d6+2

Flavas: None

Kung Fu Thugs [Mook]

Initiative: 3

Health: (Variable, based on number of Mooks)

Gear: None

Combat roll: 2d6

Flavas: Martial Artist

INSPIRATIONS

Web:

Axe Cop - <http://axecop.com/>

Doctor McNinja - <http://drmcninja.com/>

Badass of the Week - <http://www.badassoftheweek.com/>

Movies:

American Ninja - http://en.wikipedia.org/wiki/American_Ninja

Naked Weapon - http://en.wikipedia.org/wiki/Naked_Weapon

Comics/Manga:

Nextwave - <http://en.wikipedia.org/wiki/Nextwave>

Metabarons - <http://en.wikipedia.org/wiki/Metabarons>

Others:

Literary Nonsense - http://en.wikipedia.org/wiki/Literary_nonsense

WHAT IS BADASS?

BADASS is not a game that you can attempt to work your way around with logic. In fact, BADASS kicks that logic in the face, twists its arm behind its back and makes it cry for its mamma.

*Kick a reinforced metal fire door down off its hinges?
BADASS*

Catch a bullet with your teeth? BADASS

Slice through an Abrams tank with your katana? BADASS

Does it make sense? NO! Does it have to? HELL NO!

In fact the moment you start making sense is the moment you lose your Badass Points, reverting into the mewling pathetic 98-pound weakling you truly are.

BADASS is an exciting roleplaying game designed by Jay Steven Anyong.

This book contains everything to create your BADASS character and experience adventures in the exciting streets of Central City.

 **creative commons**



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