



# Total Badass Forever

by Benjamin Gibson



*Total Badass Forever is a fantasy RPG about badasses being badass. Players control badasses that slaughter hordes of monsters and clash against other badasses in epic battles.*

**Players:** This game works best with 2-4 players and a storyteller, although the game could be played with any number of players. Players each control a badass and the storyteller presents the scenario. Often it's best if the storyteller presents sneaky and/or cowardly enemies with a master plan that would go perfectly, except they didn't account for just how badass the players are. Most enemies should count as monsters (even people) but the occasional enemy should be a badass controlled by the storyteller. Most rules decisions (such as how badass something is) should be group decisions, but if that fails the storyteller has final say.

**Turns:** Combat is divided into turns, badasses act first (unless surprised) in whatever order they want followed by the monsters.

**Actions:** Badasses get 1 action, 1 combat action and 1 move action per turn, an action can be used to attack or move 1 zone (a zone is small area, such as a balcony or normal sized room, larger areas should be broken up into several zones) whereas a combat action can only be used to attack and a move action can only be used to move. Monsters only get 1 action per turn.

**Attacks:** Badasses roll a number of dice equal to their damage score. Each damage die is rolled against an accuracy score, those that equal it or beat it deal 1 damage. Rolling maximum on an damage die results in a critical bonus, adding a damage die to the roll. The total damage is then compared to the targets toughness, if it equals the targets toughness the target takes a wound (a minimum of 1 damage is required to deal a wound). Each 2 greater than the targets toughness scores an extra wound. Badasses get to pick their target after rolling the attack.

**Damage Dice:** Damage dice come in one of 5 sizes: d4, d6, d8, d10 or d12 where the number after the d represents how many sides that die has (for example a d6 is a regular 6 sided die numbered 1-6, each die type is numbered 1-their maximum value), when a rule tells you to reduce or increase a die size by 1 step it changes to the next highest or lowest die maximum (e.g. a d6 would be reduced to d4 or increased to d8).

**Toughness/wounds:** Badasses and monsters have toughness and wound scores. For monsters these are sized based:

- Little: toughness 1, 1 wound
- Regular sized: toughness 2, 1 wound
- Big: toughness 2, 2 wounds
- Real big: toughness 3, 3 wounds



**Monster attacks:** Badasses don't wait for monsters attacks to be rolled so monsters just deal a set amount of damage each turn instead. Monsters damage is based off their size:

- Little & regular sized: 1 damage
- Big: 2 damage
- Real big: 4 damage

Monster damage is distributed as the players see fit (although all monster damage dealt against a badass in one turn is treated as 1 attack), however they may not split a single monsters damage (i.e. a real big monster puts all 4 of it's damage on a single target). Shooting monsters deal 1 less damage than usual. Instead of reducing a regular sized or smaller monsters damage below 1 each turn they only shoot on a d6 roll of 4+ for regular sized and 5+ for little monsters.

**Dodge:** Badasses have a dodge score, roll a d6 for each damage

Table 1: Badass base stats

| Accuracy | Damage Die | Damage | Dodge | Slippery | Toughness | Wounds |
|----------|------------|--------|-------|----------|-----------|--------|
| 5+       | d8         | 1      | 6+    | 1        | 0         | 3      |

dealt to them, on a roll of at least their dodge score they ignore a point of damage. Against monster attacks a roll of a 1 makes the badass take another damage (although they get a dodge roll against this point of damage as well). A 1 is always considered a failed dodge roll, even if you have a dodge score of 1+. When a rule says to improve a dodge (or accuracy) score this means -1 to the score (i.e. 6+ to 5+), likewise reducing such a score means +1 to the score (i.e. 5+ to 6+).

**Combat example:** Timmy the Barbarian is in the same zone as a troll (Big monster) and 5 goblins (little monsters). Timmy uses his action to swing his Great Weapon, rolling 3d8 (1 base + 2 for his weapon), and rolls a 3, 6 and 8, the 8 is the maximum value of a d8 allowing him to roll another damage dice, rolling a 3. Two of these rolls were equal to or higher than Timmy's Accuracy (5+) meaning Timmy has scored 2 damage. He chooses to target the troll since his damage equals it's toughness of 2 meaning his attack deals a wound to it, however the troll still has 1 wound left since it's a big monster. Timmy then uses his combat action to make another attack, rolling a 5 and two 8s which allow him to roll another two damage dice which result in a 1 and a 6. This time Timmy has scored 4 damage which is 2 higher than the trolls toughness of 2 meaning Timmy got scored an extra wound! Since the troll only has 1 wound left Timmy instead decides to use his cleave ability to use the extra wound on a goblin as well killing it and the troll! The goblins now attack back, dealing a total of 4 damage between them, however Timmy is pretty agile with a dodge score of 5+ so he rolls a d6 for each point of damage, rolling 1, 2, 4 and 6. He rolled one die equal to or higher than his dodge score but he also rolled a 1, increasing the damage by 1! Timmy makes a dodge roll against this damage too, a 4 so he didn't dodge it. So in total Timmy has taken 4 damage. Since Timmy isn't wearing anything more than a purple g-string and he isn't a tank (in fact Timmy is rather soft), his toughness is only 0 meaning the goblins got 2 extra wounds and Timmy takes 3 wounds (1 for rolling equal to or higher than his toughness and another for each 2 thereafter). Timmy only had 3 wounds and is now dead and has learned his lesson about wearing 'sexy' armor (though see the rules on badasses dying on the other side of this sheet).

**Withdrawing:** Monsters and badasses get a free attack against anyone moving out of a zone that they are in.

**Slippery:** Badasses have a slippery score (normally 1), this score is added to their toughness when withdrawing.

**Monster abilities:** For monsters that should have different stats than others of their size use monster abilities:

- Strong: +1 damage
- Tough: +1 wound
- Armored: +1 toughness
- Viscous: reduce badasses dodge score against damage from these monsters
- Fast: bonus move action
- Raiser: may spend an action to bring d4 dead minions back to life. Restored minions may not act this round
- Dodger: roll a d6 for each damage dealt to them, on a 5 or

higher ignore that damage

**Death:** Badasses never die unless that would be the most badass thing for them to do. Instead when a badass would die (lose their last wound) figure out what the most badass thing that could happen is and do that instead (such as making one last attack before falling unconscious or using a badass maneuver to save themselves)

**Everything else:** A badass can do whatever they want outside of these rules (such as leaping across gaps, running up a wall onto a balcony or smashing a hole in a wall) so long as it makes them more badass for having done so. For example it may not be badass for a barbarian to calm down an angry mob, but her friend, a Machiavellian sorcerer, would be a total badass for convincing them it was for the best that the barbarian wrecked half the town just to get those rats out of that cellar.

## Creating Badasses

**Badass abilities:** Badasses start with one of the following abilities:

- **Rapid Shot:** once per turn trade a move action for a ranged combat action, but on the turns you do this your accuracy is reduced by 1 (for all attacks).
- **Point Blank Shot:** your ranged attacks can be made at range 0.
- **Cleave:** You can exchange an extra wound on a melee attack to deal a wound to another target in the same zone with equal or lower toughness instead.
- **Power Attack:** Any melee attack you make that scores a wound increases the attacks damage dealt by 1.
- **Rampage:** You can choose to gain +1 damage in melee, but on the turns you do this you take 1 extra damage from attacks that wound you.
- **Magic:** learn magic and 3 spells. You can take this ability more than once, each time learning 2 extra spells.
- **Dual Wielder:** remove the penalties for fighting with two weapons (normally this reduces accuracy by 2 but lets you make two attacks for 1 combat action once per turn).
- **Tough As Balls:** ignore the first extra wound dealt to you each round
- **Full Attack (cost 2 abilities):** once per turn trade a move action for a combat action
- **Total badass:** Your offensive stat upgrades apply to all types of attacks

**Upgrading badass stats:** Badasses start with 5 stat upgrades. Each offensive stat upgrade only applies to one type of attack (magic, melee or ranged).

- **Totally Brutal (first 3 cost 2)\*:** +1 damage
- **Skilled As (first costs 2)\*:** improve accuracy by 1
- **Wild\*:** increase damage die size by 1 step. For each time you take Wild you can purchase Skilled As for 1 less stat upgrade once
- **Blood Letter\*:** decrease damage die size by 1 step and improve accuracy by 1.
- **Tank (costs 2)\*:** increase toughness by 1
- **Freak'n Ninja (first costs 2)\*:** improve dodge score by 1 or gain +1 slippery. Gain both benefits on the first purchase
- **Gritty:** increase wounds by 1
- **Overwhelming (Requires Full Attack ability):** instead of the effects of Full Attack you gain an extra combat action each turn
- **Breakneck Speed:** gain an extra move action each turn
- **Extra Badass\*:** Gain an extra Badass ability

\* can be taken more than once

**Magic:** Magic cant be used while wearing armor or using shields. Using magic is a combat action. Cast a spell a second time to reset it's duration. Spells:

- **Blast (takes 2 combat actions to use):** attack upto 3 targets in a zone (roll only once), range 1-6
- **Bolt:** attack one target +1 damage, range 1-6
- **Touch:** attack one target +1 damage, range 0
- **Armor:** +1 toughness, range 0-1, lasts 1 hour on others, 6 on self
- **Heal (can be used as any type of action):** remove one wound, range 0
- **Weaken:** -1 to the targets toughness or damage, range 0-3, lasts 2 rounds
- **Buff:** the target gains 2 badass points, range 0-1, lasts 2 rounds

**Equipment:** Badasses have what ever equipment they want, so long as it makes them more badass. Use equipment to represent whatever is most badass, for example a monk might be treated as though they where wearing armor and wielding one handed weapons to represent their use of martial arts and Ki. Armor never stacks with other armor unless it says it does.

- **Long range weapon:** +1 damage, range 1-15, requires two hands
- **Short range weapon:** range 0-1
- **Great weapon:** +2 damage, range 0, requires two hands
- **One handed weapon:** +1 damage, range 0
- **Armor:** +1 toughness
- **Heavy armor:** +2 toughness but -1 slippery and reduce dodge by 1
- **Shield:** +1 toughness (stacks except with shields)
- **Potion:** spend an action (any type) to remove a wound

**Badass Maneuvers:** Badasses aren't known for following the rules, and sometimes the players will want to do something that normally isn't allowed (this should be encouraged) these are by 'Badass Maneuvers'. Maneuvers should be narrative in nature and it is up to the group to interpret these actions into rules, such as: pushing a monster instead of damaging it with a melee attack, throwing a potion to a wounded ally or jumping straight over monsters to get to the badass boss. Maneuvers can be used for effects that are extra powerful (like super moves) but cost a badass point (badasses start each session with 3). The group should give out an extra badass point to anyone that does something badass.

**Super moves:** Every badass has 2 super moves, plus an extra one for every level after the first. Super moves are the default badass maneuvers for dealing extra damage. The duration of a super move should be whatever makes sense at the time (normally 1 round). A super move **must** have a name, decided by the player (though this name does not have to exist in-game). Super moves are picked from the following list:

- gain 2 stat upgrades worth of benefits, chosen when this super move is taken. Can be taken any number of times
- +1 damage die to critical bonus and your first 5 or higher each round adds an extra damage die to the roll
- split your damage onto any number of valid targets
- ignore 1 damage from each foe
- regain all your wounds, if you have the heal spell you can instead use it to heal all wounds on its target

**Levels:** Badasses don't need to improve a whole lot and start at whichever level makes the most sense, however in some games it may be appropriate for them to level up (normally to a max level of 4). This could represent that the badass has been holding back all this time, that they unlocked some hidden power or that they actually just got a bit more badass. Levels should happen whenever it would be the most badass thing to happen, such as right before a big boss fight, or just after a complete slaughter. Each level after the first grants a badass 2 extra stat upgrades.

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Badass: \_\_\_\_\_ Level \_\_\_\_\_

Wounds

Dodge \_\_\_\_\_ Actions \_\_\_\_\_

Slippery \_\_\_\_\_ Combat actions \_\_\_\_\_

Toughness \_\_\_\_\_ Move actions \_\_\_\_\_

## Attacks

| Name  | Dice  | Accuracy | Range |
|-------|-------|----------|-------|
| _____ | _____ | _____    | _____ |
| _____ | _____ | _____    | _____ |
| _____ | _____ | _____    | _____ |

## Abilities & Stat upgrades

\_\_\_\_\_

\_\_\_\_\_

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## Super moves

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## Equipment

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