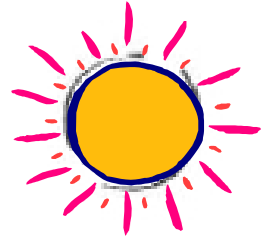
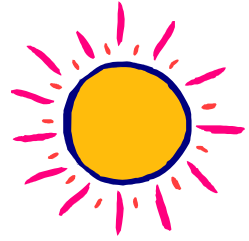


Babbewatch



**The sun, sea, sand and sex
role playing game
by Simon Washbourne**

What is Babewatch?



Babewatch is the sun, sea, sand and sex role-playing game of beach babes and lifesaving hunks. Keep your tongue in your cheek, a tin in your hand and escape for a while to sunnier climes.

It is a role playing game. I have written this game on the basis that you know what role playing games are all about. However, very briefly in a game of this sort, you play a character, like an actor in an episode of your favourite lifeguard television program. Only for you, there is no script.

One of the players does not play a character. He is the Director. He plays everyone else in the game, like the extras and special guest stars. He also gets to direct the flow of the game. He sets the scene and lets the characters explore the scene through explaining what the characters see and hear.

Sometimes the characters try and do things that the Director thinks are difficult and may fail. In this case, he will call for a dice roll to determine the outcome of the action. That's it really. Have fun!

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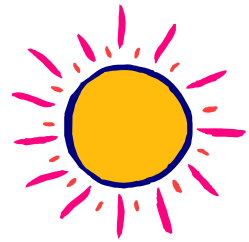
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Create a Hunk or a Babe



Choose whether you will play a Hunk or a Babe. Allocate 15 points amongst the three attributes. A Hunk is a big tough guy with a look-at-me-girls, macho attitude. A Babe is a gorgeous model in a skimpy swimming costume with a look-at-me-boys attitude. Oh, and they are they are lifeguards.

Attributes

Body - represents physique, strength and overall fitness. Used for physical things like swimming and running.

Brains - represents intellect, will and knowledge. Does not tend to be of much importance in this game.

Sex Appeal - Looks, charm and persuasiveness. Used mostly for social activities, like getting a date and posing for magazine covers.

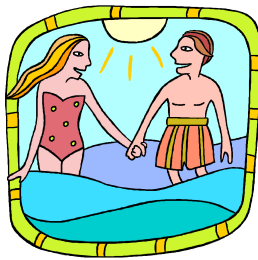
Hunks require a minimum of 5 in Body. Babes require a minimum of 5 in Sex Appeal. There is a minimum of 1 and a maximum of 10 otherwise.

After deciding attribute scores, determine the skills that your character possesses.

Choose 10 skills from the following list

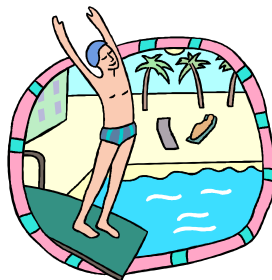
Skills

Beachcombing (Brains)
 Beach-wise (Brains)
 Boat handling (6)
 Bicycle Riding (Body)
 Climbing (Body)
 Dodging (Body)
 Driving (6)
 First Aid (Brains)
 Getting Attention (Sex Appeal)
 Hang Gliding (Body)
 Looking Good (Sex Appeal)
 Persuasion (Sex Appeal)
 Quick Repair (Brains)
 Rollerblading (Body)
 Rough Stuff (Body)
 Running Fast (Body)
 Scuba (6)
 Seduction (Sex Appeal)
 Shooting (Body)
 Water Skiing (Body)
 Sneaking (6)
 Swimming (Body)
 Spotting (Brains)
 Surfing (Body)

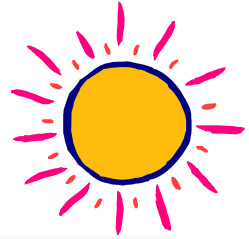


Traits

Finally make three rolls (d10) on the appropriate Traits list. Where the same number comes up twice you get the same trait twice. Generally, Traits add to your chances of performing certain skills.



Create a Hunk or a Babe



Babe Traits

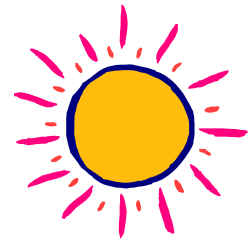
1. **Ex Model/Actress** - An excuse to allow the Babe to do almost anything, based upon the appropriate attribute (or 6).
2. **Bouncy Breasts** - Swimming +1 (more buoyancy)
3. **Flat Tummy** - Any Body skill +1
4. **Long Legs** - Running Fast & Looking Good +1
5. **Firm Buttocks** - Bicycle Riding & Looking Good +1
6. **Posture** - Skiing, Surfing & Rollerblading +1
7. **Pouting Lips** - Seduction & First Aid +1
8. **Sexy Voice** - Seduction & Persuasion +1
9. **Tears on Cue** - Getting Attention
10. **Trim Waist** - Dodging & Looking Good +1



Hunk Traits

1. **Ex Cop/Marine/Seal etc** - An excuse to enable the Hunk to do almost anything, using the appropriate attribute (or 6).
2. **Deep Chest** - Scuba +1
3. **Good Teeth** - Persuasion & Seduction +1
4. **Neat Butt** - Bicycle Riding +1
5. **Slim Waist** - Dodge +1
6. **Steely Gaze** - Spotting & Shooting +1
7. **Strong Arms** - Climbing & Swimming +1
8. **Sturdy Legs** - Running Fast +1
9. **Tough Guy** - Rough Stuff +1
10. **Well Bronzed** - Looking Good +1

Beach life



Beach life is the system for Babewatch. It works like this.

Characters get to do lots of things on the beach in their roles as lifeguards, super-models and sporting heroes. Most of these things are straightforward and the player simply states what his character is doing and the Director lets it happen as described.

Other times, there will be difficulties to overcome or opponents to beat. This might be in the beauty pageant, the iron man competition or in a fight for example.

In these cases, the Director might call for a dice roll. The system is simply this. All rolls are made on a D10 or a D20. When a character is doing something that she has on her skill list, she can roll against the appropriate attribute (listed after the skill in brackets). Where there is no attribute covering the use of the skill, the default roll is 6 or lower.

Where she does not have the skill on her sheet at all, she can still roll but based on a D20 roll instead.

Remember to factor in any traits that may help the character.

Uncontested actions

These are where the character is simply testing against her own skill, such as trying to swim against a choppy sea or trying to shoot a revolver at a tin can.

If the player succeeds in the roll, the result of her characters action was also successful

and the player can narrate what happens.

If the dice roll failed, then your character does not achieve what she wanted to do.



If the Director wants, he may bring in modifiers to the chance of success for easier or trickier situations. So if the sea is particularly rough he might take -2 from your characters chance to succeed or if the tin can is actually a large barrel, he might say that you get +1. Typical modifiers range from -2 to +2.

Contested actions

These are where there is someone else involved who is opposing what your character is trying to do. This would happen in a fight a swimming contest or an attempt to seduce the police chief.

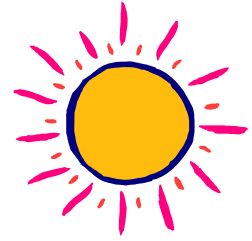
Both the babe and the Director (for the extra) get to roll dice. Compare results. If both succeed then they are neck-and-neck in the race or whatever, but there is no outright winner or result. If both fail, it is the same, but they don't look that good doing it, or they fall over or whatever.



However, if one succeeds and one fails then there is a clear winner and the result is narrated by the player if her character wins or the Director if the extra wins.

There is little else to the system. Play free and easy. The GM should let the players narrate their successes as much as possible.

Episode ideas



THE SKY IS FALLING - A plane crash leaves two bank robbers' escape plans all wet and their suitcase filled with \$1 million adrift in the Pacific Ocean.

CRETIN OF THE SHALLOWS - Three people are killed by a mysterious man in grotesque make-up at the beach. The Babewatch team investigate a link between the victims as they attempt to identify the *cretin of the shallows*.

NITEMARE BAY PART - One of the Hunks or Babes saves the life of an underwater photographer after she is attacked by a supposed sea monster, which the press quickly picks up on, throwing the community into a panic.

MONEY, HONEY - One of the Hunks is offered the lead role in an action movie when the star is injured, but has to contend with the amorous advances of the film's producer.

THE BIG SPILL - Toxic waste, corporate greed, and a determined environmentalist spell trouble for the Babewatch lifeguards.

RIVER OF NO RETURN - A relative's mysterious drowning death finds the Babes & Hunks travelling to California's gold country for a whitewater rafting adventure they'll never forget as they are pursued by murderous miners in California's gold country.

PRINCESS OF TIDES - A thrilling muscle boat competition is the backdrop for a whirlwind romance between one of the

Hunks and a beautiful woman he doesn't know is a princess who is the target of an assassination plot.

STRANGERS AMONG US -

The Hunks & Babes cope with an odd assembly of UFO enthusiasts camping on the beach in anticipation of an extra-terrestrial visit.

MIRROR, MIRROR - A beautiful woman and her plain sister

compete for one of the Hunks' affections with perilous results as the plain one becomes jealous and turns nasty.

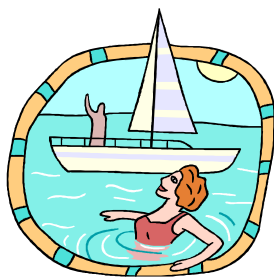
LIVIN' ON THE FAULT PART 1 - A minor earthquake prompts a geological survey team to come to Babewatch to plant a seismometer in an underwater fault line near Malibu Beach. Lives hang in the balance as the area is hit by a massive earthquake.

SOMEONE TO BABEWATCH OVER

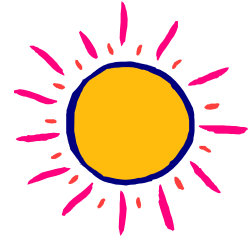
YOU - When the FBI attempts to capture a notorious underworld figure, one of the Hunks is forced to work with an ungrateful FBI agent posing as a lifeguard, which causes problems for both.

BAJA RUN - An old friend comes to see the characters and convinces them to join him in racing the Baja Run, the most gruelling dune-buggy race in Mexico. However, they are unaware of the friends' plan to use their dune buggy to smuggle ancient artefacts across the border.

BURIED DOUBLOONS - As a promotion for his new radio station, a DJ offers a \$100,000 prize to anyone who can figure



Episode ideas



out clues to a 'pirate riddle' that are scattered everywhere up and down the beach. Some of the lifeguards get caught up in the madness to win, while the other lifeguards have their hands full rescuing people who will do anything to win.

SWEET DREAMS - A Hunk or Babe finds an abandoned baby in one of the lifeguard towers. The difficulty comes in tracking down the mother.



BEAUTY AND THE BEAST - *Inside Sports* magazine comes to Babewatch to find the perfect lifeguard model for their swimsuit issue. Meanwhile, swimmers are being attacked by an alligator that is inhabiting the storm drains, and the characters must find a way to capture it before someone gets killed.

HEAL THE BAY - The Santa Monica Bay is polluted after a rainstorm and the difficulty is keeping the beach-goers from contact with the polluted ocean water. While a friend of one of the characters trains for an Ironman competition, he swims through some of the toxic waste from a rusty drum at the bottom of the ocean and needs rescuing. They then need to hurry to find the source of the illegal dumping and the nature of the poison to save the friend.

BABEWATCHULHU

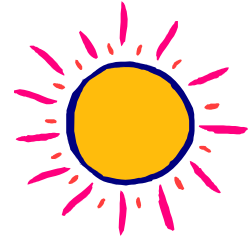
(From an idea by Ken St Andre)

Danial Kesseldorff, the Chief Lifeguard is sitting in his lifeguard chair when someone comes running up and shouts "Something strange has washed ashore!" As a crowd of hunks and babes gather round, Daniel comes running up and discovers a green-skinned fish man gasping laboriously for

breath. "Too dry, too dry!" it croaks. He gathers up a pail some kids were using for sand castle building, fills it at the nearest wave, and dashes it over the creature (a *daconite*).

The story would undoubtedly involve the *daconite*'s memories of once being human before he changed, an old girl friend who still comes to the beach, a sinister plan by other undersea minions of Cthulhu to recover an ancient shrine buried on that very beach, a ritual that could cause a massive earthquake sinking part of the coast beneath an immense tidal wave, disbelieving authorities, a flying jellyfish with poisonous tentacles that takes out the informer, and a showdown underwater by our heroes in scuba gear with frenzied fishermen.

Credits



Game design: Simon Washbourne

Artwork: Jay Forster

Playtesters: Mark George, Alyson George, Robert Irwin, Nigel Uzzell, Janine Uzzell, Phil Ratcliffe

Babewatchthulhu: Ken St Andre

Inspiration: You don't really need me to tell you this, do you?

This Micro RPG first appeared in Valkyrie magazine, volume 1, issue 8.

If you like this game, check out these others from Beyond Belief Games (www.beyondbeliefgames.co.uk)

Lashings of Ginger Beer RPG - the role-playing game of nosey kids in Idyllic England, largely inspired by the Famous Five books of Enid Blyton. Pdf download only \$5 from RPGNow. (www.rpgnow.com)

Enchanted Realms - supplement booklet for Lashings of Ginger Beer, to take the kids through portals to the worlds of faerie. Inspired by the Narnia stories by C S Lewis amongst others.

Tales from The Wood - Play Hedgehog, Mole, Mouse, Vole or even Gnome in this role playing game of the British countryside, with the brave creatures of *The Way*, battling against the coming of *The Bane*.

It's a dog's life - The role-playing game of intelligent prairie dogs on the Great Plains of North America. Take the role of a Brave, Sentinel, Healer, Scout or Speaker and go on a quest to find the legendary home of Kynos, ThunderTown. It's a fun game and best of all, it's free!