

BADASS PRESIDENTS

**Rules for fantastic presidential
role-playing in a post-apocalyptic
world playable with dice, pencil, and
chutzpah**

BY ORION COOPER



**An Independantly Published Game
(and it shows!)**

Introduction

Badass Presidents is a game of playing American Presidents who are sufficiently badass. The world has been destroyed, overrun by mutants, evil deities, and horrors from beyond the stars. As an American President, what can you do but dust off your knuckleduster and get ready to kick some ass.

Badass Presidents is a role-playing game, and additionally, one designed in 24 hours as a part of a contest. Therefore, the reader is cautioned in that when reading the content that you are about to behold, keep in mind that you got what you paid for. If you paid money for this document, you should find who sold it to you, and beat the crap out of them for making an idiot out of you.

Role-Playing Games

A Role-Playing Game is one of the imagination. You take on a role (in this case, an American President) as you use this imaginary vessel to navigate through the imaginary world of the Commander In-Chief (the name of what is usually referred to as the Referee, Storyteller, Dungeon Master, and etc.).

Despite what you may have read on that message board about role-playing games (you know the one I'm talking about), the point of the game is to have fun by portraying someone other than yourself.

It is important to recognize the line between self-enjoyment and ruining another person's enjoyment. It is important to have fun, but it is also important to foster an environment that does not hinder

someone else's enjoyment of the game. Finding this medium takes time, especially if you are gaming with people whom you are not close with.

Some people never learn either. It's best to kick these people out, or trap them in a dark hole with a locked trapdoor. Or not, because that isn't a good idea.

What You Need

You will need the following to play this game: sheets of paper, pen or pencils (pencils are recommended), a few six-sided dice, and several ten-sided dice.

A Note About Dice

This is the standard explanation about dice notation; if you know this, then you can skip it.

That being said, many role-playing games use some pretty standard shorthand to determine what dice you roll and when. This is written as follows:

(a)d(b)

(a) equals the number of dice you roll.
(b) equals the number of sides the dice you should roll. Six-sided dice (d6s) and ten-sided dice (d10s) are pretty easy to find if you shop at local hobby stores or online.

Some dice called for have hundreds or thousands of sides. This requires some additional work. Take several ten-sided dice, and have one represent the tens, one represent the hundreds, one represent the thousands, and so on and so forth. Then, roll all of the dice and real all the results as one number.

Creating Your Character

Step 1: The first step to creating your character is to imagine which American President you wish to be. With that in mind, if more than one individual desires to be a specific President, those individuals must pair off and play rock-paper-scissors. The winner out of three games either faces off against other individuals, or is rewarded with the privilege of playing the President he or she wishes, if no one is left to contest the player.

Step 2: Find the age of your President. Subtract the birth year of your President from the current year, 2023. Then, multiply the result by ten to find the Power Level of your President, rounding up to the nearest hundred.

Step 3: Based on research and your own imagination, write down three “facts” about your President. These “facts” must be approved by the Commander In-Chief.

Step 4: Based on research, determine if your President is a Liberator, or a Tyrant. Ultimately, the final word as to which Party your President falls in is up to your Commander In-Chief. Generally, historical Presidents who gave rights to those who didn’t have them before, or expanded the rights of the oppressed, are in the Liberator party. Presidents who took away rights, had low approval ratings, or

went against the will of the citizens of America belong to the Tyrant party.

Step 5: Write down your President’s name, his Power Level, his three “facts”, and his Party. Your Power Point, Damage Level, and Humanity start at 0.

Example of Character Creation

After the group has had a discussion as to who receives which President, Orion finds that he gets to play his personal favorite president: Abraham Lincoln. He pulls out a 3”x5” index card and writes down the name of his President.

Luckily, Orion knows that Abraham Lincoln was born in 1861, and thus with simple subtraction and multiplication, Orion determines the Power Level of his President to be 162, or 1,700 (1,620 rounded up).



Orion, knowing his Abraham Lincoln, devises three “facts”. The first fact is “Abraham Lincoln is a master with the katana”. This is purely one of his own fabrication, as there is no historical evidence to prove that Abraham Lincoln used the katana. The second fact is “Abraham Lincoln is a master pugilist”. This is stretching the truth, for while Abraham Lincoln was a wrestler, pugilism and wrestling are two different forms of unarmed combat. Finally, the third fact is “Abraham Lincoln is the emancipator”.

While it is true that Abraham Lincoln emancipated black slaves during the Civil War, the Commander In-Chief feels this fact is a bit vague, but lets it slide this once.

It goes without saying, looking at Abraham Lincoln's track record that he belongs in the Liberator Party. Everyone in the group agrees, as well as the Commander In-Chief.

As the final step, Orion writes down all the information created during the character creation session. He then mentally buckles his seat belt for the totally awesome ride this game will be.

Facts

When a player declares his three special "facts" about his President, he is determining three things that are important to his President, as well as areas of expertise. When a President spends Power Points on an activity that involves one of his "facts" (subject to the approval of the Commander In-Chief), when he rolls the dice, he may roll twice the number of dice and take the highest result.

Power Level

Your character is different than all the normal people that inhabit the broken world of the future. Due to unknown and supernatural circumstances, your President can perform feats of power and prowess that no normal man or woman can replicate. In order to perform these superhuman feats, you must spend Power Points.

When you spend Power Points, add the amount you spend to your Power Points total. As your Power Point total

increases, your President comes closer and closer to Exhaustion.

Spending Limits: You may spend any amount, as long as the amount you spend, plus your current Power Point total, doesn't exceed your Power Level.

You can spend Power Points on three basic functions, which are described below.

Attack: You can make a Super Attack with a Point Value equal to the number of Points you spend (for a melee attack), or equal to half the number of Power Points you spend (for a ranged attack).

Defense: You can make a Super Defense with a Point Value equal to the number of Power Points you spend (if the attack is a melee attack), or equal to half the number of Power Points you spend (if the attack is a ranged attack).

Movement: For one Power Point, you can move one yard through any environment. If you move through the sky, you are flying. If you move through water, you can breathe it while you move. If you move through the earth, you're strong enough to burrow by flying through the rock. If you move through fire or ice, you ignore the danger as you do. You can spend as many Power Points as you wish, observing the spending limits as stated above.

Humanity

Your Humanity is a score that reflects your ability to empathize and lead the race that you once belong to: the human race. As a President who has ascended into the ranks of the super humans and fight battles

only thought of in fantasy/science fiction and Lovecraft novels, you start with no ability to relate to the fleshy pink things on two legs that explode with even a touch of your unrestrained power. By helping your fellow man, leading him, and bringing victory to the human race, your Humanity increase. Conversely, if you kill humans, help the horrible beings from beyond time and space, and destroy the world, you lose Humanity.

You gain or lose Humanity by performing acts of good or evil. The amount gained or lost, and the circumstances, are vaguely described below.

1 Point: *Gain:* Fulfill a promise, help someone or save them from something non-life threatening, or drive off a horror. *Loss:* break a promise, hinder someone or put them in danger, allow a horror to terrorize someone, invite danger. Only valid if the President's Humanity is between -20 and 20.

1d3+1 Points: *Gain:* Save someone's life, fulfill a request that is a hindrance, destroy a horror up to Level 2, or lead followers to a minor victory. *Loss:* kill someone, terrorize a settlement, lead followers to a minor failure. Only valid if the President's Humanity is between -40 and 40.

1d6+2 Points: *Gain:* Save several lives, save a settlement from destruction, destroy a Horror Level 3 or more, lead followers to a major victory, perform a heroic act. *Loss:* Kill several people, destroy several settlements, summon a Horror of up to Level 4, lead followers to a major failure.

10d10 Points: *Gain:* Perform a self-sacrificing act. *Loss:* Help bring about the destruction of the world.

Your ability to lead depends on your Humanity score. This is described below:

-91 or less Humanity: You're no longer human; at least on the inside. If you're a part of the Liberator Party, your Power Level becomes 0; you're a normal human from now on. If you're a part of the Tyrant Party, you become a Level 5 Horror and an NPC.

-90 to -81 Humanity: You have no shred left of your own humanity, and are now in danger of becoming a puppet. Lucky for you, you can summon Level 5 Horrors.

-80 to -71 Humanity: You're the devil manifest in a super human body. Plants wither near you and animals avoid you. The paparazzi would follow you constantly, if you hadn't utterly destroyed them. You can now summon Level 3 Horrors.

-70 to -61 Humanity: You're the scourge of the world, hated in continents far and wide. You can now summon Level 2 Horrors.

-60 to -51 Humanity: Your name is known in your hemisphere, and is reviled with such intensity that you are now the new devil. Congratulations. The extra-dimensional horrors have taken notice of your super power and evil, and you can now summon a Level 1 Horror.

-50 to -41 Humanity: Your name is known on the continent on which you call home, and people know you and hate you. You are known as a traitor. They spit when your name is whispered, use your name to scare children, and named an ugly animal after you.

-40 to -31 Humanity: Your name is known many miles in every direction. A

few thousand people know your name, and spit on you when they see you (but not really, since you can kill them with a flick of the wrist). Your name is spoken of in whispers.

-30 to -21 Humanity: Your name is known among the local populace, or a few hundred people. You are a villain and people spit when your name is mentioned.

-20 to -11 Humanity: Your name is only known by a few witnesses, but those who know of it, curse your name. You are a villain of the worst sort.

-10 to 10 Humanity: You can't lead anyone, or no one will follow you. You see human beings as beneath you, or pawns, or as incapable children. For whatever reason, you have the empathic ability of stone.

11 to 20 Humanity: You can lead one person. This person is basically your best friend, who can understand and see the humanity in you, despite being awed by your incredible power.

21 to 30 Humanity: You can lead up to ten people. These people put aside their inability to comprehend who you really are, or your incredible power, and place their trust in you. They will follow you until their lives are almost certainly doomed, at which point, most of them will flee.

31 to 40 Humanity: You can lead up to 100 people. These people follow you because people they trust follow you. In the signs of danger in which you seem overwhelmed, over half the number of people will flee, but will come back if you rally them.

41 to 50 Humanity: You can lead up to 1,000 people. You gather a small army of people concerned and focused on changing the world to one more suitable for human life and civilization to flourish. One quarter are cowards and will flee at any sign of danger to their lives, one quarter will flee if

you are dying, and one-tenth will stand by your side no matter what happens.

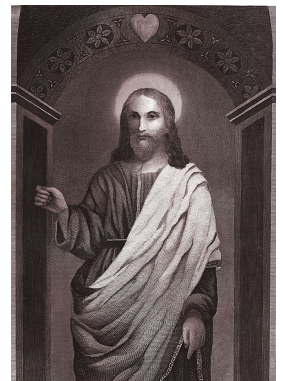
51 to 60 Humanity: You can lead up to 10,000 people. An army of people follow you for fame and the promise of a life for their children. One quarter are cowards and will flee at any sign of danger to their lives, one quarter will flee if you are dying, and one-tenth will stand by your side no matter what happens.

61 to 70 Humanity: You can lead up to 100,000 people. There are now people who worship you far away from you, and don't need to see you to know you exist, are alive, and are fighting for the chance of humanity. Half your people or more exist in scattered locations in the same continent as you.

71 to 80 Humanity: You can lead up to 1,000,000 people. There are people in far off continent who have heard of you, and despite previous allegiances and ideologies prior to the fall of human civilization, now count them among your followers.

81 to 90 Humanity: You can now lead the entire remaining human population (approximately one billion people), and indeed, they all fight in your name against extra-dimensional hordes.

91 or more Humanity: You are the last hope for humanity, and they show it as they fight with fanaticism, awed by you and your name, treating you more like a deity than a man. You are now the new super human Jesus Christ in the eyes of humanity.



Combat

Combat involves pairing off foes and then resolving their actions. Each combatant selects one opponent to pair off against, and this selection can be changed once during the combatant's turn. The Presidents select their pairings first, and then any foes that have not been selected, may make their selections. These pairings are called Faces Offs.

Thus, for example, if two Presidents, Abraham Lincoln and Theodore Roosevelt face off against super villain Otto von Bismarck, the two Presidents both choose Bismarck as their opponent. Thus, the Face Offs are: Abraham Lincoln versus Otto von Bismarck, and Theodore Roosevelt versus Otto von Bismarck.

Continuing the example, if Otto von Bismarck had been attended by his super villain companion Benedict Arnold, and the Presidents select their opponents, the Faces Off could be thus: Abraham Lincoln versus Otto von Bismarck, and Theodore Roosevelt versus Benedict Arnold.

Finally, suppose there were an additional super villain, the mythological Egyptian deity Set. After pairings are chosen, and no one choosing Set, Set makes his decision. Thus the Faces Off are: Abraham Lincoln versus Otto von Bismarck, Theodore Roosevelt versus Benedict Arnold, and finally, Set versus Theodore Roosevelt.

Time

Combat is organized into Rounds. A Round is not a unit of real time, and could represent a few seconds or more, depending on the whim of the Commander In-Chief. During a Round, each combatant gets to make one set of actions for each Face Off they are in. This set of actions is called a Turn.

The order in which the Faces Off are played out is as follows: the player to the left of the Commander In-Chief has their Face Off handled first, and then proceeding in a clockwise fashion, each player has their Face Off played in that cyclical order. If, when it comes back to the Commander In-Chief, and there are still Face Offs left, the Commander In-Chief than plays them out in whichever order suits him.

When every Face Off has been played out, the Round ends, and a new Round begins, and everything is repeated again.

Initiative

During the first round of Combat, in each Face Off, determine who selected the opponent for the Face Off; this combatant is the Aggressor, and the other combatant is the Defender.

During the Face Off, the Aggressor acts first and may make an Attack, in addition to Movement and Defense. The Defender may only perform Movement or Defense.

If the Aggressor does not make an Attack, or fails to make a successful attack, than during the next Round,



the Aggressor becomes the Defender, and the Defender becomes the Aggressor; essentially, they switch rolls.

Actions

During a Face Off, each combatant may take a certain number of actions. What actions they can take depends on whether they are the Aggressor, or the Defender.

Aggressor: Attack, Defense, Movement, Free Actions.

Defender: Defense, Movement, Free Actions.

Each action is described below.

Attack: Attacks are described by their Point Value. This is how much damage they do if they are successful, and determines how successful the attack will be. Normal humans can only do a 1-point Attack if they have a weapon. Melee Attacks are made with Melee Weapons, and they can only be used if the opponent is within 3 feet plus the length of the weapon. Ranged Attacks can be made at any range, as long as the opponent is within sight.

Defense: Defense are described by their Point Value. This determines how successful the Defense will be. Without armor, normal humans only have a 0-point Defense.

Movement: Normal humans can walk 5 yards in a Turn, or climb 1 yard, or swim 1 yard, or jump 1 yard.

Free Actions: Free Actions are small actions that are quick and inconsequential to the combat. Stuff like making rude gestures, dramatic dialogue, rage-filled

yelling, grunting as the character summons a powerful attack, and crushing a Power Meter as it displays that your foe has a Power Level of over 9000 are all examples of free actions. You can take as many Free Actions as allowed by the Commander In-Chief.

Attack Resolution

When a combatant makes an Attack, he may do a normal 1-Point Attack or spend Power Points and do a Super Attack, with a Point Value equal to the number of Power Points spent. The Defender do a normal 0-Point Attack or spent Power Points to do a Super Defense, with a Point Value equal to the number of Power Points spent.

Note if the Super Attack is a Melee or a Ranged Attack, it will influence how many Power Points can and may be spent, since Ranged Attacks cost twice as much for both Attack and Defense.

When the Point Values of the Attack and Defense are determined, the Aggressor and Defender than roll dice and add the Point Value of their respective Attack and Defense. The die rolled depends on the Power Level of the combatants.

Power Level	Dice
0 - 99	1d10
100 - 999	1d100
1,000 - 9,999	1d1,000
10,000 - 99,999	1d10,000
100,000 999,999	1d100,000
1,000,000+	1d1,000,000

Each combatant rolls their respective die and then add the Point Value of their Attack or Defense to the result. Compare the results: if the Aggressor's result is equal to or greater than the Defender's result,

than the Aggressor has scored a Hit. Otherwise, the Aggressor has scored a Miss. These two results are described below.

Hit: You have injured your opponent. You remain the Aggressor, and your opponent remains the Defender. You add the Point Value of your Attack to your opponent's Damage Levels.

Miss: You have managed to not injure your opponent. You become the Defender next Round, and your opponent becomes the Aggressor.

At the end of both opponent's Turns, check to see if either opponent is able to continue fighting. Compare the sum of their Damage Levels and Power Point totals. If the result is equal to or greater than their Power Level, then that opponent is Exhausted, and cannot fight anymore this combat. If the other opponent is not Exhausted, he may choose a new opponent for his Face Off, and he then becomes the Aggressor, and his opponent becomes the Defender. If both opponents are Exhausted, then their Face Off is over.

Defeat

When all the player's characters have become Exhausted from combat, this is called a defeat. Combat ends, and each player is given the following options:

Death: The player's President has been slain. The player may make a new President, and the new President receives a bonus to his or her Power Level equal to

one-tenth the Power Level of the slain President, though the new president's Power Level cannot exceed the slain Presidents Power Level.

Knocked Out: The player's President has been defeated, but only temporarily. His Power Level is reduced by one-tenth. After combat is over and the villains have escaped, the President regains consciousness.

Abducted: The player's President cannot be played for the rest of the session (or for the next session, if the wisenheimer decides to choose this at the end of the current session). The player may continue playing by taking the role of a normal human or a follower. Hopefully, the other players decide to rescue the abducted President.

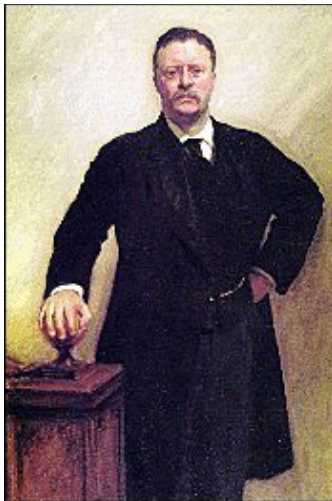
Victory

Victory is sweet. Victory is what happens when the characters have caused all their opponents to become Exhausted, a partial number to become Exhausted and the rest to flee, or to cause all of the villains to flee.

For each villain that the President has caused to become Exhausted, he increases his Power Level by a number equal to one-half the opponent's Power Level.

For each opponent that flees, the Presidents get nothing. Cowards though they may be, they don't want to give the Presidents the benefit of a power upgrade.

Healing



After combat is finished, unless the President has been killed, the President resets his Power Point total to 0. Outside of combat, don't bother to keep track of Power Point expenditures.

After one day of rest, the President may reset his Damage Level to 0.

Example of Combat

Lets use a simple example to help demonstrate some of the combat concepts. Let's say Abraham Lincoln (Power Level 1700) has a Face Off against a Level 1 Space Horror (Power Level 1554). Abraham Lincoln chose the horror as his opponent, making Abraham Lincoln the Aggressor, and the space horror the Defender.

The first Round of combat commences, and Abraham Lincoln decides that he will advance up to the space horror and, using his Katana to make a super-powered attack. Abraham Lincoln decides to go for a powerful attack, and spends 500 Power Points, which gives him a 500 Point Attack.

The Space Horror, who is having none of this, decides to have none of this and spends 500 Power Points, which gives it a 500 Point Defense.

With both combatants having spent their Power Points and determining the Point Values of their Attacks and Defenses, the dice are then rolled.

The Space Horror rolls its dice and it rolls a 200; adding the Point Value of its Defense, it has a result of 700.

Abraham Lincoln rolls his dice and receives a 365 (the highest of two rolls);

adding the Point Value of his Attack, he has a result of 865.

Abraham Lincoln has beaten the result of the Space Horror, and thus has scored a hit; the Space Horror adds 500 to its Damage Level. Abraham Lincoln remains the Aggressor, and the Space Horror remains the Defender.

Next Round, Abraham Lincoln decides it's time to finish off the Space Horror, and spends 1000 Power Points to make a 100 Point Attack.

The Space Horror spends 500 Power Points to make a 500 Point Defense. The Space Horror uses the last of its Power Points to defend itself.

The Space Horror rolls a 969, and adding the Point Value of it's Defense, comes to 1469. Abraham Lincoln rolls twice and gets a 790, and adding the Point Value of his Attack, gets a 1790.

The Space Horror is hit, and raises its Damage Level to 1500, exhausting it (1500 + 1000 Power Points spent). The Commander In-Chief decides that the Space Horror is killed, and Abraham Lincoln is victorious, receiving half the Space Horrors Power Level (750) for himself.

Abraham Lincoln now has a Power Level of 2250.

The Recent History of the World

The year is 2023, and Earth has been destroyed by cataclysmic forces, evil hearts, the greed of men, and extra-dimensional horrors from beyond space and time. It has been 11 years since several events set the Earth in a downward spiral of death, destruction, and madness, but it is very vivid in the memories and hearts of the children who once called Earth their home. Now they call it Hell.

As it turned out, the Mayans were right: 2012 would herald a new age for the world. Most people did not see it that way: they saw the mass destruction of human civilization as the end of the world instead of the beginning of a new age. It's hard to say what started it first, but most folks blame the Hadron Super Collider for opening a wormhole into an unknown and unexplored part of the universe and allowing into our solar system unimaginable and elder horrors from beyond the stars.

During the same year, Earth's magnetic poles spontaneously inverted, causing unmeasured catastrophes: volcanic eruptions, tsunamis, flooding, earthquakes, hurricanes, and Jerry Lewis specials.

When the elder horrific beings appeared, strange and non-Euclidean creatures began to populate the world.

Creatures with tentacles, testacles, beaks, maws, claws, multiple

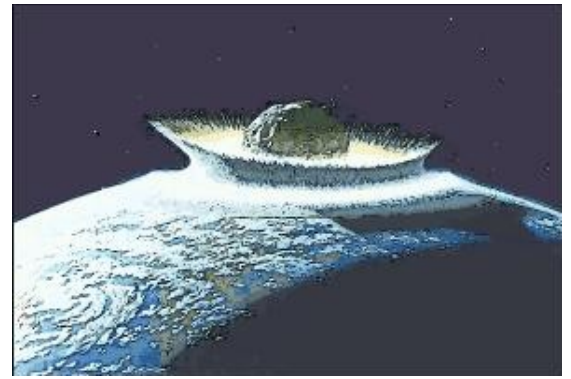


eyes, scales, razor teeth, and other weird crap.

Some

unfortunate

humans begin to mutate into these weird creatures, and even though they remained some humanity, they were banished from human settlements. They eventually founded new settlements, such as Innsmouth, because even though they were monsters, they were mostly still well read compared to the rest of the population.



In 2018, deities that had once been considered mythological began to appear and take over large parts of land where their religion had held sway. It soon became apparent that the gods were evil versions of themselves and they began to work with the horrors from beyond space and time to enslave humanity.

In 2022, various powerful world leaders from Earth's history. These apparently super powered beings began to fight the evil deities and the horrors from beyond the stars, and then their political boundaries and ideologies began to interfere, and now they separate themselves according to nationalities and whether they aid the evil deities and the horrors from beyond the stars (Tyrants), or whether they aid humanity (Liberators).

It is 2023, and the plight of man has not improved, and the fighting still goes on. Super powered beings fight other super powered beings, man fights man, man fights monsters, man fights animals, man fights to live, but if the battle does not turn in their favor, man will die, and the world will be covered in darkness until the end of the universe.

The World

In the short number of years since 2012, the world has changed immensely, and for the worse. Above the world in the space between the moon and the Earth lies the wormhole, the portal by which horrors from beyond the stars use to invade the Earth.

On Earth, it isn't any better. Millions of humans are enslaved by evil gods, mutated freaks, mind-gnawing horrors, and incredibly evil jerks. The only area presented in some detail is the former United States of America, as that is where most of the Presidents have confined their fighting. If some areas seem less detailed, or missing, or not even talked about, have no mistake: it's because I'm lazy and I don't give a crap about Asia or Alaska.

North America

What was once known as the United States of America, Canada, and Mexico, has been united under the tyranny of Evil Jesus, and been renamed into Jesus Land. Various disasters have rendered the once fertile land into patches of barren crap. Jesus Land is divided into six parts for greater detail: Ancient Canada, West Coast, East Coast, Middle Lands, Gulf Coast, and Ancient Mexico.

Ancient Canada: The ancient snowy forests of Ancient Canada have become feral and taken the land back from civilized man. Overgrown plants and mutated animals have taken over the cities.

The humans in these lands have, the short intervening years, evolved to become more dependant on the land and the animals that live there. They have developed the ability to live among the trees, and fur to survive the cold. Men from the south constantly attempt to stifle the growth of the forest by logging, but it's grows too fast for their efforts, and it's making it's way south.

West Coast: The state that was once known as California fell into the sea, leaving Oregon, Nevada, and Arizona as the new coastline. What were once ugly, barren, and hostile deserts, are now beautiful, barren, and hostile coastlines. The people that lived in California, mutated to become aquatic dwellers, and now inhabit underwater San Francisco as a sort of New Atlantis. It still has the freshest fish around California.

East Coast: The East Coast remains the most populated part of the old United States of America, except for Ancient Mexico. In what was once the White House, Evil Jesus now sits on a throne of gilded human skulls, overseeing the entirety of his land by use of a giant burning eye propped high on a tower made of stone and blood. Storm clouds eternally hang over the sky, obscuring the sun; thunder rumbles as one approaches the manse of the Evil Jesus.

Middle Lands: The once fertile lands of the Mid-Western United States of America is now a blasted and barren plain where enslaved humans farm for dirt. Monstrous and bloated beasts watch over the dirt farmers



while they work hard to ensure a good crop for a season that never ends. If the farmers come up short, they are eaten. In the Middle Lands is a giant coliseum where dirt farmers can fight for their freedom. They never win, though.

Gulf Coast: Due to hurricanes and flooding, all of Louisiana, Florida, and a small portion of Mississippi and Alabama are flooded and forever under water. In addition to destroying vast populations of old people, this also meant the destruction of some of the best food to be found in the ancient United States.

Ancient Mexico: The land of Ancient Mexico is forever cloaked in sand and dust storms, and thus has been called the Land of the Eternal Noche. Mexico has now become densely populated with people, due to the huge fields of living human crops that grow on purple stalks in weird green glowing pods. The land of Ancient Mexico is under contestation, as the Aztec gods fight for the land to steal it away from Evil Jesus.

South America

Just as the primeval forests of Canada have re-grown and swallowed the land, so does the rainforest threaten to swallow all of central South America. The coasts are the only remaining plight for civilized man, as some cities still exist along the coastlines. The Aztec deities have returned, and they force civilized man and tribal man alike to slave away and build

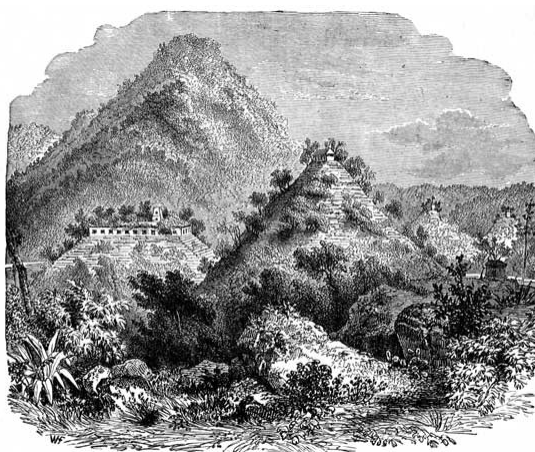
humongous stone pyramids. Where these pyramids stand, the forest is tamed.

Europe

The British Isles and the rest of Europe have undergone the most transition; an entire industrial city made of non-Euclidean geometry has covered the entirety of Europe to make way for the largest Super Collider ever built in existence. It would form a complete circle around all of Europe. It will make the biggest wormhole yet, and will be able to summon the mightiest of the elder horrors from beyond the stars. Until then, mutated horrors and evil humans enslave the rest of the population, forcing them to eat dirt and build the new Super Collider.

Africa

The vast and untamed continent of Africa has been overrun by a particularly successful strain of mutation which the native Africans call, and translated into English, means Troll. These Trolls, which resemble nine-feet tall green scaled, tooth and clawed giants and huge muscles, have devoured most of the human population and wild animals left in the continent and slowly make their way northward into the middle east.



Asia

The land of Asia is as diverse as it is large. It got blown up. Nothing is there anymore.

Non-Player Characters

The following are a number of non-player characters for the consideration of the Commander In-Chief. He may use them as villains, foils, exposition, or comedic relief. Each non-player character is listed with his or her Power Level. Unless otherwise specified, all of these beings are super-powered and, in fact, may have capabilities not possessed by the Presidents.

Death

Power Level: 9,999,999,999

Death is the incarnation of ... death. Death wields a combination scythe-guitar for rocking out and taking souls, and drives a white Pontiac Firebird with the license plate "DETHRULZ", and it flies. Death makes his home in the icy north pole,



where he slew Santa and his elves and took over the land as his domain.

No one dares cross Death, and

he is the only truly neutral being in the universe. He keeps all the souls of dead beings in his underground green glowing labyrinth. Some say that if you fight Death and win, you can recover a dead soul.

Eris

Power Level: 23,000,000

Eris is the goddess of discord and chaos, and delights in nothing more than to throw a monkey wrench in the well-laid plans and aspirations of people, whether it

be human beings, mutants, super-powered beings, deities, or horrors from beyond space and time. The strike of Eris is unpredictable and without warning. As a goddess, she can change her shape into anything she wants without spending Power Points, and can instantaneously teleport herself anywhere in known existence.

Evil Jesus

Power Level: 500,000

Evil Jesus is the de-facto ruler of Jesus Land, which envelops all of North America and some of Mexico. Evil Jesus breaks all the rules set forth by real Jesus over 2,000 years ago: an eye for free, if you are slapped then punch a guy in the balls, don't give up your coat and in fact take the homeless man's shopping cart, give a man a fish and make sure it's poisoned, and so on and so forth. Jesus rules with a thorned whip and a mighty lash. Evil Jesus is also a master of the nunchaku.

In addition to his normal super-powered abilities, Evil Jesus can walk on water without spending Power Points, and can clone himself by dividing his Power Level evenly among the clones he makes, up to any number he wishes. He can also remove 1 Damage Level by spending 1 Power Point and turn water into wine, but he rarely does the last few things.



Keeton

Power Level: 1

Keeton is a normal human that through treachery and betrayal has risen in

the ranks and now resides over New Jalopy as a Kick Ass Duke. New Jalopy is the biggest settlement in the Midlands, and home to the largest coliseum in Jesus Land. He regularly attends the gladiatorial fights and wears a white toga with an ivy wreath. A once normal man, he has shred his last big of dignity and sanity, and truly believes he is a true Roman of the historical kind.

Keeton is surrounded at all time by his five loyal Level 5 Horrors, also known as the Presidential hard asses: Ronald Reagan, George W. Bush, Calvin Coolidge, James K. Polk, and Richard Nixon.

Otto von Bismarck

Power Level: 20,000

Otto von Bismarck was the old leader of Germany during World War I, and now exists as a warlock and leader of an organization known as the Thule Society, a society of warlocks in league with the horrors from beyond the stars and interested in only the utter subjugation of



humanity and the world. They have the arrogance to believe that eventually, they will be powerful enough to conquer the horrors from outer space and rule the world for themselves.

As a warlock, Otto von Bismarck can affect people as if he were there to interact with them personally. In order to do so, he must spend a number of Power Points equal to twice the number of miles away he is from the victim. He may do one action, and nothing more. He must, however, know exactly where his victim is.

Benedict Arnold

Power Level: 5,000

The famous American traitor still retains his most coveted title by being the biggest douche bag in history. Whereas most free American forces were waging guerilla attacks against the forces of Evil Jesus, Benedict Arnold uses spies and subordinates to infiltrate revolutionary forces and then crush them using his inside information. His constant need to be a huge dick has earned him a special place as 2nd-In-Command to Evil Jesus.

Benedict Arnold is known to have perpetrated the following crimes: punching a baby, stealing lunch from an old man, stealing the kidney from a pregnant man, arson, murder of various degrees, man slaughter, sexual harassment, having relations with a sheep, commandeering a candy store, stealing a car, stealing a child, stealing an old man, practicing sorcery without a license, and owning and operating a speakeasy.

Monsters

Almost all animals and normal humans have a Power Level of 1. They cannot do things that super-powered beings can do, and even a weak super-powered being could annihilate all the humans on earth if he wished. Even powerful freaks and mutants top out at a Power Level of 10. The most powerful and dangerous beings at the horrors from outer space, in addition to the other-super powered beings and the deities.

Space Horrors

Space horrors come in five levels, with varying power levels.

Level	Power Level
1	1,000 + 1d1,000
2	5,000 + 1d1,000
3	10,000 + 1d10,000
4	50,000 + 1d100,000
5	100,000 + 1d100,000

Space Horrors are look different, and tend to sprout things that look disgusting and unnatural: tentacles, bloated bodies, pustules, multiple eyes, beaks, maws, claws, scales, fish head, lizard heads, webbed limbs, insect limbs, oozing body, and so on and so forth. It is up to the Commander

In-Chief to make sure each space horror is unique and disgusting.

Level 5
Space
Horrors
are



different, in that they are fallen super-powered beings that have reached a Humanity score of -91 or less. They look more or less human, but with some features that seem off, such as pale skin, glowing eyes, and so on and so forth. Each Level 5 Space Horror is unique, and should be used sparingly.

Deities

Deities are capricious and evil beings that have returned to Earth to subjugate their followers and make them feel like crap. The Power Level of a deity depends on the deities rank.

Rank	Power Level
Demigod	500,000
Lesser God	1,000,000
Intermediate God	10,000,000
Greater God	1,000,000,000
All-Mighty God	5,000,000,000

Historic Leaders

Historic Leaders are men and woman from Earth's past and have come back to join the big battle of the super-powered beings for control of the world. Regardless of nationality, religion, and other factors, they have grouped themselves among two parties: the Liberators and the Tyrants. The Power Level of a Historic Leader depends on their age.

Age	Power Level
Less than 100 years	500
101 - 201 years	1,000
201 - 500 years	2,000
501 - 1,000 years	5,000
1,001 - 2,000 years	10,000
2,001 - 5,000 years	20,000
5,001+ years	50,000