

ONE-PAGE **BAYHEM**

A GAME BY

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ACTIONS

Roll 2d6 successively to perform an action – first to find out how you were trying to do it, then to find out how it went. If you roll a **1** or a **6**, Michael Bay intervenes to direct the scene into something outrageous.

	1	2	3	4	5	6
Affect	Suave	Flashy	Intelligent	Spontaneous	Rageful	Sneaky
Result	Fail, spectacularly. Michael Bay interferes.	Fail! Spectacularly.	Fail! It only just didn't work.	Success! It only just succeeded.	Succeed, spectacularly!	Succeed, spectacularly! Michael Bay interferes.

CHARACTERS

All characters must be extremely patriotic **Americans**. If your motive is **America**, it's not only your background, it's the entirety of your being.

Roll 3 1d6 successively to generate your character. Remember, this is your **entire personality!**

	1	2	3	4	5	6
Character	Teen	Nerd	Scientist	Ex-con	Racer	Astronaut
Description	Paranoid	Badass	Ripped	Whiny	Has-been	Rebellious
Motive	Bloodlust	Dead Mom	America	Heroism	Prove Self	Revenge

EXPLOSIONS

If you **throw**, **attack**, or **hit** something, there's a chance it could explode.

After each of these actions, roll 1d6 to check for an explosion. If there was, roll 3 more d6 successively to find out the attributes of the explosion.

Remember, you can always run away from an explosion!

	1	2	3	4	5	6
Explosion?	No explosion.				EXPLOSION!!!!	
Color	Red	Orange	Yellow	Green	Blue	Purple
Size	A cat	A car	A truck	A bus	A house	A block
Damage	A dent	Scorch marks	Smoking hole	Everything is on fire!	Turned to ash	Huge crater

MICHAEL BAY

Whenever there's a lull in the action, Michael Bay appears. The GM 'transforms' into Michael Bay and does something that alters the path of the plot. Before Bay appears, something dramatic will happen. For example, **"A helicopter crashes into a lamppost, exploding it into pieces! Michael Bay appears."**

Bay appears at GM discretion, or when the rules say he will. You can expect him to appear when:

- There hasn't been an explosion in over three turns.
- There has been a big explosion that could use some more explosion, or a large response.
- Someone rolls a **1** or a **6** on an action.
- Divine intervention would be handy.

GM GUIDE

THE GIST

The players are a **band of good guys** working on behalf of **some other good guys** to fight **the bad guys that hate them**. It's a job they should really have **nothing to do with** because they are **unqualified**. However, through sheer **willpower** and **rage**, they can do **practically anything**. Every character should get at least one **hero moment** in the game.

Be **permissive** for explosion die rolls: for example, knocking on a door is **hitting** and could cause an explosion.

You are normally the **GM** – a more passive facilitator for the game, but you **regularly turn into Michael Bay**, the **controller of this world** who **really likes things to blow up**. Consider wearing a **hat** or **sunglasses** while Bay to mark the transformation. Bay can help or thwart the players.

THE BACKGROUND

Roll to create a background for the story.

	1	2	3	4	5	6
Good Guys	Construction vehicles that turn into giant robots	Robots that turn into vacuum cleaners	Guns with legs	Robots that turn into hoverboards	Giant robots that turn into different giant robots	Robots that turn into planes
Bad Guys	A bunch of really evil robots that are exactly the same	A government taskforce set to destroy them	An alien invasion	Moms Against Robots	The neighbourhood kids	Teenagers piloting mechs

THE STORY

The story should consist of these plot points ('beats') in whatever order you choose, either before the game or on-the-fly. The player characters should succeed overall – even things that ordinarily would kill them aren't really deadly, they just badass their way through them. You don't need an arc, just drama and action.

Each beat should be more amped-up and over the top than the preceding one. The story **starts** with the discovery of the **Good Guys** and **ends** with the defeat of the **Bad Guys**.

Order						
Beat	Plane Fight	Shootout	Car Chase	World Almost Ends	Fight That Smashes Buildings	Make Lunch

MICHAEL BAY

If you need to bring more excitement to the game, consider the following:

- Blow something up!
- Out of nowhere... the BAD GUYS.
- The U.S. Army arrives on the scene.
- Government agents come to stop you!
- Introduce bizarre technology and give it to the bad guys.